

212

SURPRISING

Checkmates



212

Surprising

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by
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&
Fred Wilson



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Russell Enterprises, Inc.
Milford, CT USA

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by
Bruce Alberston & Fred Wilson

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Symbols & Abbreviations

	or K	stands for King
	or Q	stands for Queen
	or R	stands for Rook
	or B	stands for Bishop
	or N	stands for Knight
	or P	stands for Perfect, the score you are aiming for.

The symbol for the pawn is P, but is rarely used. A pawn move is indicated by a lower case letter which identifies the file of the moving pawn.

x	stands for a capture
0-0	stands for kingside castling
0-0-0	stands for queenside castling

...	three dots following a move number indicate a black move
/	means that a pawn is promoted to a piece indicated by a capital letter immediately to the right of the slash mark

e.p.	stands for <i>en passant</i> , a special type of pawn capture. A pawn advancing two squares may be captured by an opposing pawn standing on the same rank, on an adjacent file.
------	---

The enemy pawn captures the advancing pawn as though it had advanced one square.

+	stands for check
#	stands for mate or checkmate
!	exclam! means a very good move
!!	double exclam!! means a brilliant move
?	means a bad move
??	means a losing blunder

Introduction

It is now generally recognized that, especially beneath the master level, the outcome of a chess game is mostly determined by tactical errors. And these errors can be both of commission and omission. Which of us has not, “in the heat of battle,” ruined a well-played game by not paying attention to our opponent’s last move, thereby overlooking his or her threat of checkmate in one or two moves?

Conversely, who hasn’t missed the opportunity to play a cute *mate-in-one*, perhaps by failing to note that the enemy king has no *flight squares* – so that all possible checks should obviously be considered – or by giving the wrong *discovered* or *double check*? [Note: italicized terms are defined at the end of the introduction.]

Even worse, how many times have we all overlooked an attractive *mate-in-two* – not even bothering to look for it! – because, being so consumed with our own plans, we don’t notice that the opponent’s last move was a serious tactical mistake? And how often, after having missed a brilliant shot, have we found that it was there for one move only, and it was our one opportunity to win?

As chess teachers of many years of experience we believe the best way to overcome short-term tactical oversights is to combine practice with study. Solving problems with quick, clever tactical solutions will increase your

alertness to such opportunities when they occur in your own games.

The first 100 positions in this book are checkmates you can achieve in one move (white to move and mate in one), and to make them more difficult, most are rather problem-like.

They are, in other words, unlikely to occur in a real game. Although one of the authors, Fred Wilson, admits he carelessly fell into the mate in position 46 during a training game with a student! Still, since you know the right move is a check, make the effort to find the most effective one.

Twenty of the solutions involve discovered checks, but stretch your brain to see which move is necessary to prevent an enemy piece from interposing, for example, or to take away a possible flight square.

As you approach this first group of positions, bear in mind that many of them employ special chess moves such as castling long, or the *en passant* Pawn capture.

Also, be on the lookout for long moves, especially ones involving the queen. Finally, remember that a pinned piece can give mate, if the enemy piece pinning it to your king is itself pinned to its king by another of your pieces.

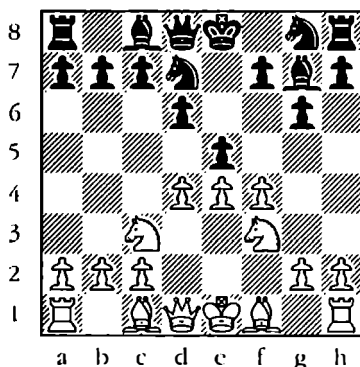
But, you ask, how often do you really have to think about mate-in-one during

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practical play? Consider the following game, which we find very instructive for intermediate students to play over. [Note that an explanation list, "Symbols and Abbreviations," precedes this introduction.]

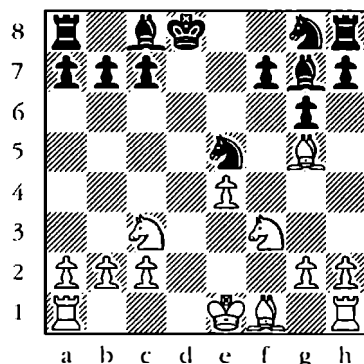
P. H. Clarke vs. J. Jerolim
 England versus Luxembourg
 International Chess Olympiad
 Amsterdam 1954
 Opening: Modern Defense

1.e4 d6 2.d4 g6 3.Nc3 Bg7 4.f4 Nd7 5.Nf3 c5?



A very bad move. After the following series of forced exchanges, Black will be unable to castle and will come under vicious attack. 5...c5 would have been a much better move.

6.fxex5 dxc5 7.dxc5 Nxe5 8.Qxd8+ Kxd8 9.Bg5+! ...

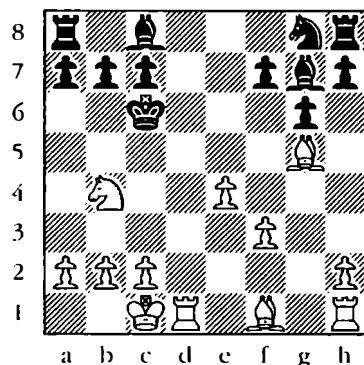


This precise move initiates a winning attack. If Black replies 9...f6, then 10. Nxe5! fxg5 11. Nf7+ wins the exchange. Black's problem is that even though he has traded queens, he is not yet in an endgame, but rather a queenless middlegame, and his king, trapped in the center, is an easy target for White's better developed pieces. The play continues...

9...Ke8 10.Nd5! Nxf3+ 11.gxf3 Kd7

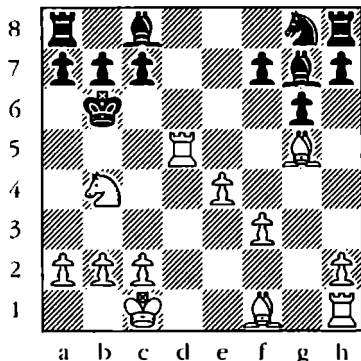
Trying to guard c7 against the knight fork. If 11...Bxb2 then 12.Rb1 Be5 13. f4 Bd6 14.e5 c6 15.Nf6+! wins a piece.

12.0-0-0 Kc6 13.Nb4+! ...



13...Kb6

If 13...Kc5? then 14.Rd5+! Kxb4 and you have mate in two moves, 15.Bd2+ Ka4 16.Bb5 mate.

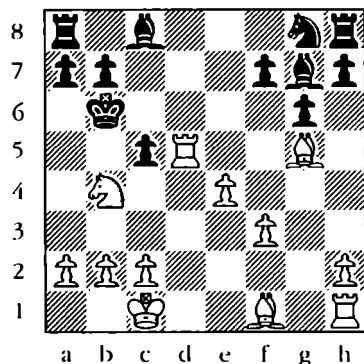
14.Rd5!! Resigns

Now take a good look at the final position. What is White's threat? Can't Black safely bring out a piece, by 14...Nf6, attacking White's rook? Actually, no, because 15.Rb5 is mate.

We are fairly certain you found this mate-in-one quickly, as it is the most immediate threat behind White's 14.Rd5!! And we hope you noticed that Black's king has no flight squares!

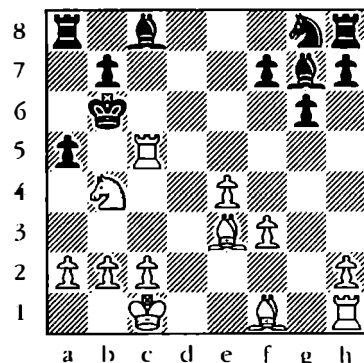
However, what if Black sees the threat and defends by 14...c5. See the next diagram.

We have found that it usually takes intermediate players about 30-60 seconds to find 15.Bd8 mate! which also refutes 14...c6. But remember, if you were playing this game and you missed 15.Bd8 mate, Black would now have some chances to save the position.

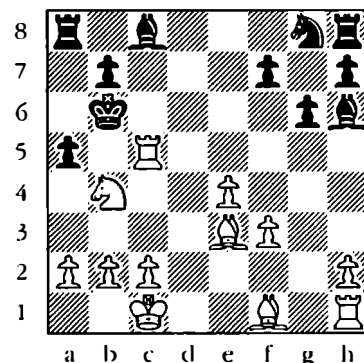


Analysis: after 14...c5

So, okay, what if Black finds 14...a5 15.Be3+ c5 16.Rxc5! –



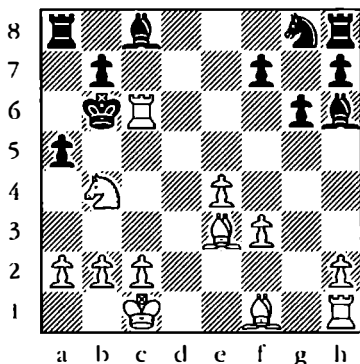
the threat is if 16...axb4 17.Rxc8+ (discovered check!) 17...Ka5 18.Rxa8 mate – 16...Bh6



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which we believe is Black's best chance to maneuver out of a lost position?

Many students ignore Black's last move and want to play 17.Rxc8+?? immediately, overlooking the fact that if Black replies 17...Bxe3, it is with check – so now Black is winning! Less impulsive students usually take from one to three minutes to find the right idea here, that there is probably some very strong discovered and/or double check available – namely **17.Rc6 mate!**



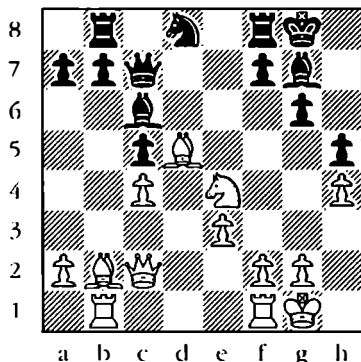
Congratulate yourself if you found the one-move mates in these position fairly quickly, but always remember how often the possibility of a tricky mate-in-one can arise even in a serious game between experienced players.

If you are willing to do the work necessary to solve the 100 tricky one-movers in this book, we believe you'll rarely miss such opportunities in your own games again!

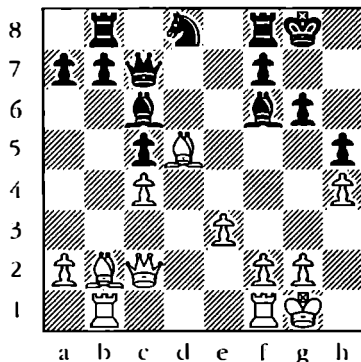
If many mates-in-one are overlooked, it stands to reason that a tremendous number of mates-in-two are also missed, and not just by beginners and intermediates.

Look at the next diagram position, which occurred in a game between two of the strongest grandmasters in the world at that time.

Szabó vs. Reshevsky
Zurich Candidates 1953
White to Play



Lazlo Szabó played 20.Nf6+ and Samuel Reshevsky quickly replied 20...Bxf6??



Incredibly, Szabó played 21.Bxf6? and missed 21.Qxg6+ with mate next move! Somehow, Szabó either overlooked or forgot that Black's f7-pawn was pinned against his king by White's bishop on d5.

Introduction

Reportedly, when he realized his mistake, Szabó was so upset that, despite still having a great positional advantage, he only managed to draw the game.

Other examples of great masters blundering are found in position 133, where Ludek Pachman (Black) has just played his rook to c7, completely oblivious to Julio Bolbochán's brilliant reply, and in position 136, where Boris Spassky overlooked a two-move mate against E. Vladimirov in 1961 (although Spassky did win anyway).

Since so many mates-in-two are missed in practical play, we decided for the most part to create and use game-like positions in 101-200. Positions 151-200 are Black mates-in-two because we believe that it is very important for players to learn to study printed chess positions from Black's perspective.

Our game-like positions can, and often did occur in actual play, and we believe they have much instructive value. Themes to look for include queen sacrifices that not only deflect away or destroy pieces defending the enemy king but also attract, by force, the enemy king onto a square where checkmate is possible.

Also, there are a number of *smothered mates*, and mates with a pawn, which seem unusually hard for beginners and intermediates to find. Finally, many mates are caused by a quiet move, perhaps the hardest practical checkmate to plan, because its sole purpose is to eliminate potential flight squares, so that an unstoppable check on the second move wins against any reply.

The last twelve positions in this book are all White mates-in-three. By the time you get to them, we think you will be ready to analyze a slightly longer sequence and so we urge you to try them.

For example, #201 employs a fairly common type of sacrifice to force a *back-rank-mate* (hint!) and is therefore useful to know. #202 is much harder to solve, but both spectacular and beautiful – truly “mind over matter.”

If you enjoy finding these *combinations*, you are now ready to study more advanced books on chess tactics, and are, almost certain, on the road to becoming a stronger player.

The positions in this book are usually, though not always, arranged in order of difficulty. With the one movers especially, this order has not always been so easy to determine. Fred Wilson took more than one minute to solve position 59, and has seen a number of masters and experts take even longer!

We actually found it easier to agree on the sequence of positions 101-200, although since 151-200 are black mates-in-two, the easiest black mates begin with 151. Finally, in this new edition, we have added ten white mates-in three.

In case you are curious, we have found the hardest two-movers to solve, even for advanced players, are 148, 149, and 150, probably because they are problem-like rather than game-like. If you enjoyed solving these three then you might also like to get some books specifically on chess problems.

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Among the game-like two-movers, our students have generally found 142, 143, 144, 146, 147, 173, 186, 188, 194, 195, 198, and 200 the most difficult to solve. Interestingly, most students usually found it more difficult to find the correct first move if it was a quiet move rather than if the solution was a combination. All of the combinations in this book, by the way, are sacrifices to force checkmate.

If you cannot solve a given position within a reasonable amount of time, say 5 minutes, we recommend that you do not look up the solution immediately, but first move on and give it another try later. Also, we suggest you go through this book at least two or three times, until you feel that you can solve all the examples fairly quickly.

Good luck and have fun!

Bruce Albertson & Fred Wilson
New York City
February 2011

Definitions

back rank mate A checkmate administered by a Queen or a Rook to a King trapped on the first or eighth rank by his own pawns.

black-mate-in-two A checkmate in which Black makes the first move, White responds, and Black checkmates White with his second move.

combination A tactical manœuvre in which you sacrifice material to gain an advantage, or at least to improve your position.

discovered check A check caused by moving a piece so that the power of the stationary piece behind it is unmasked, giving check along the newly opened line.

double check A discovered check in which both the moving piece and the stationary piece behind it give check.

flight squares Squares to which a King in check can escape because they are not attacked by any enemy pieces.

smothered mate A checkmate given by a Knight to a King completely surrounded by his own pieces.

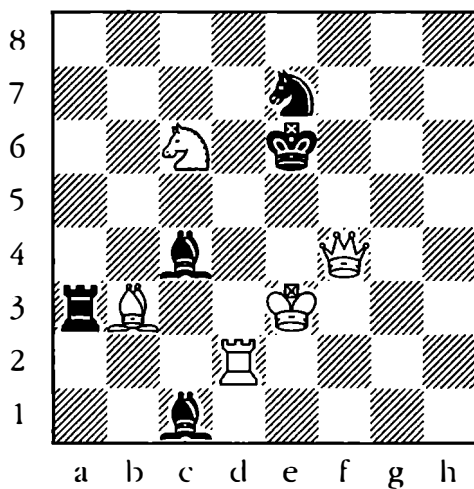
white mate-in-one A checkmate in which White moves and checkmates Black on the current turn.

white mate-in-two A checkmate in which White makes the first move, Black responds, and White checkmates Black with his second move.

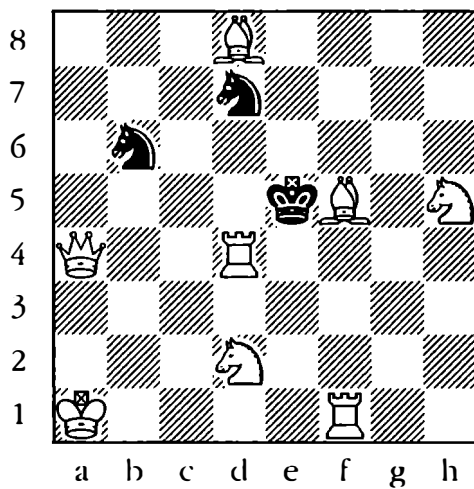
white mate-in-three A checkmate in which White makes the first move, Black responds, both White and Black make their second moves, and then White checkmates Black with his third move.

Chapter One: *White Mates in One Move*

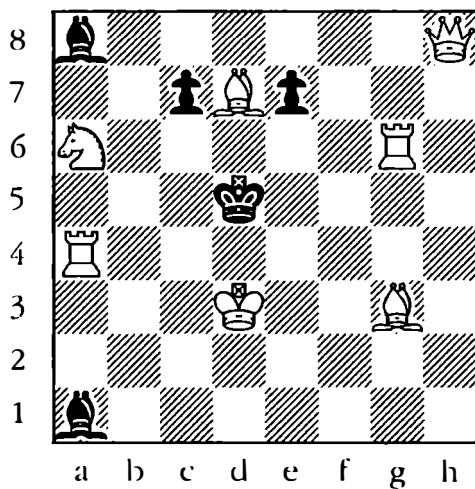
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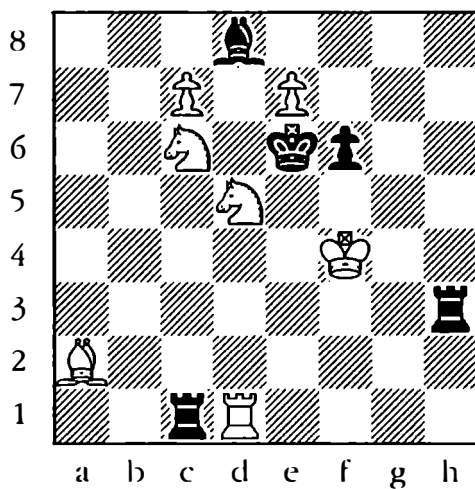
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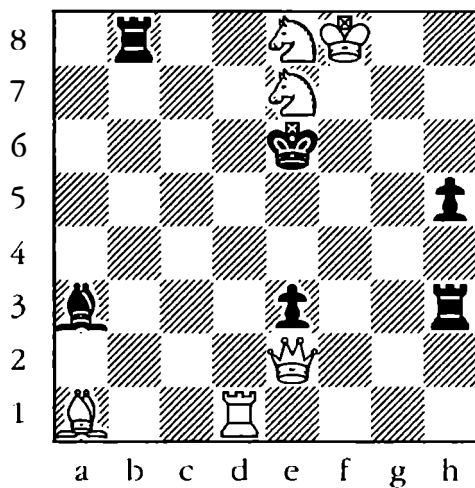


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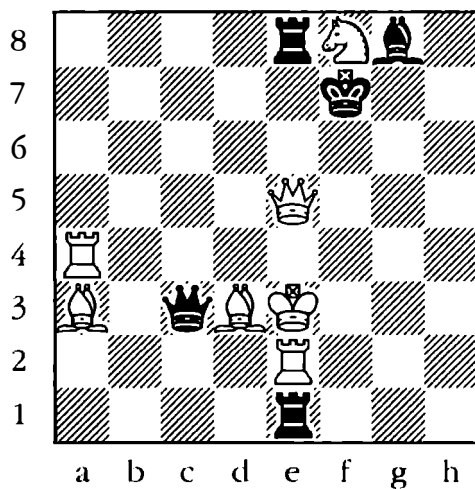


White Mates in One Move

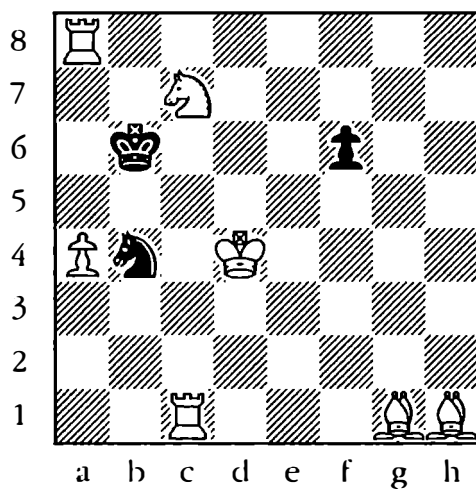
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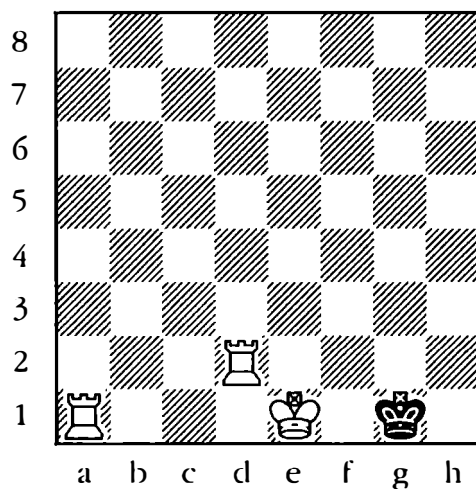
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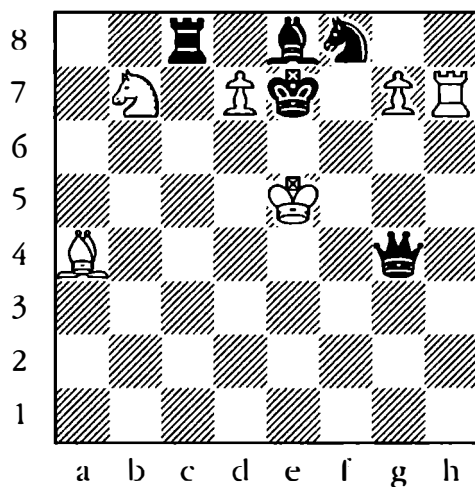


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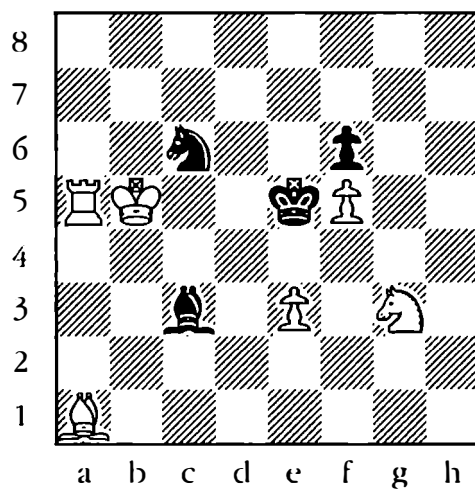


White Mates in One Move

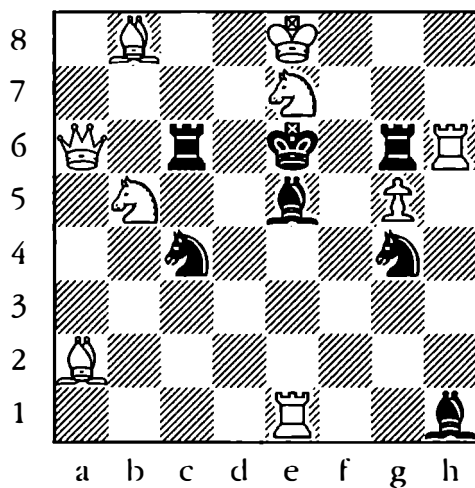
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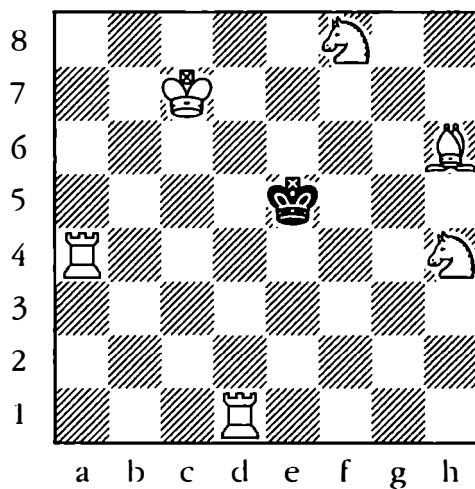
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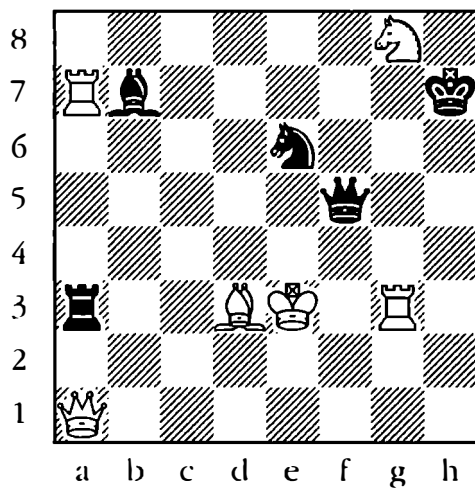
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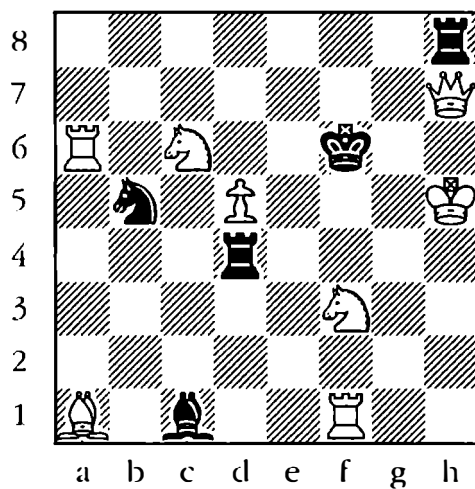
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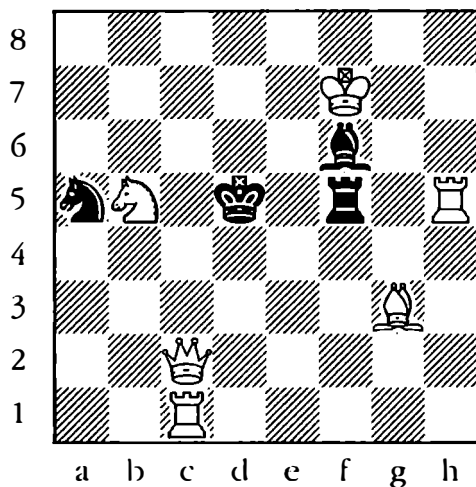
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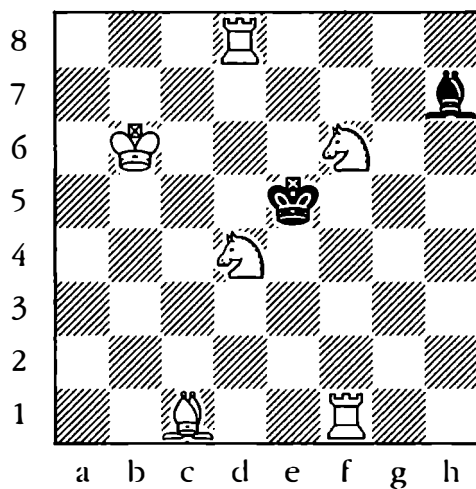
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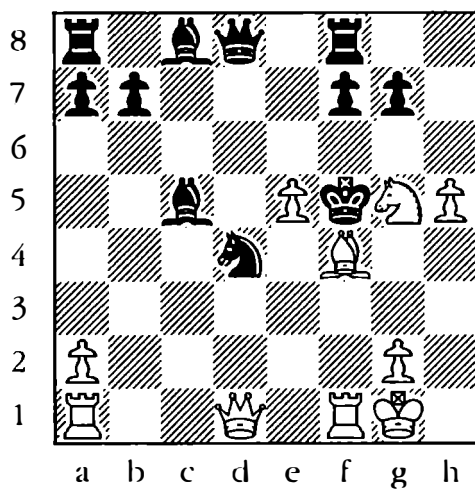


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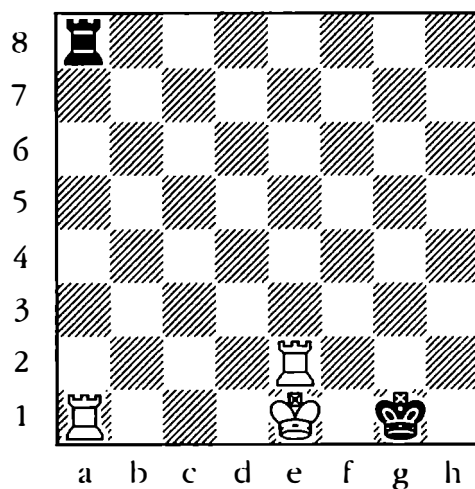


White Mates in One Move

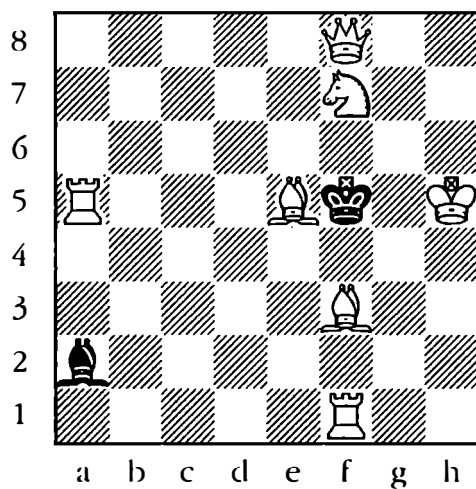
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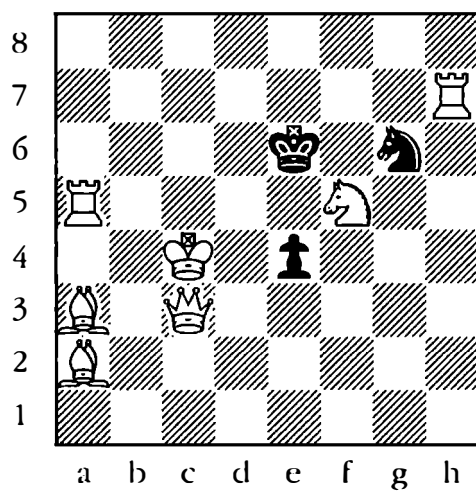
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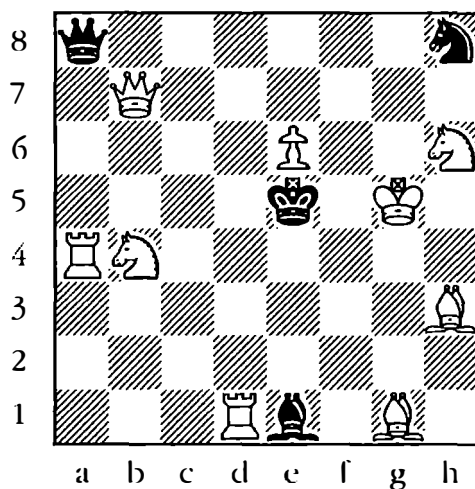
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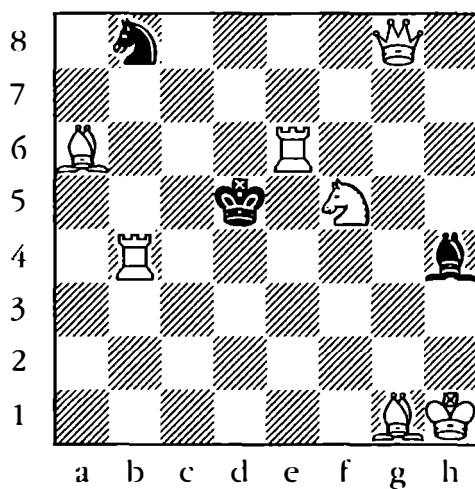
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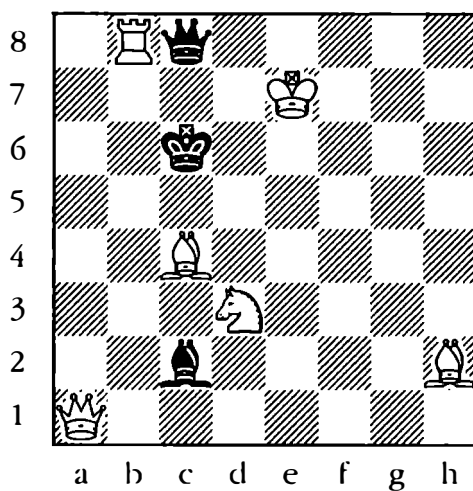
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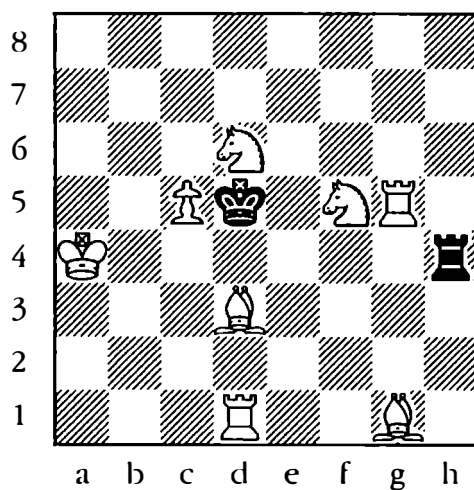
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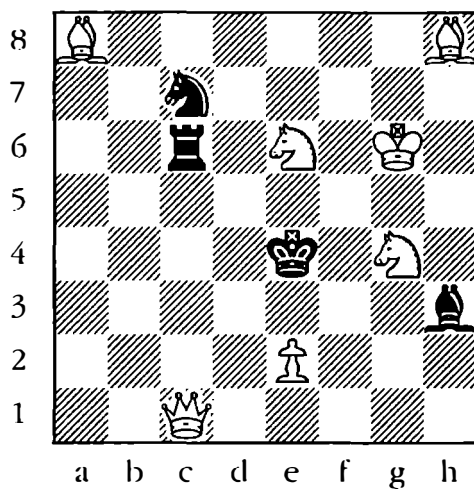
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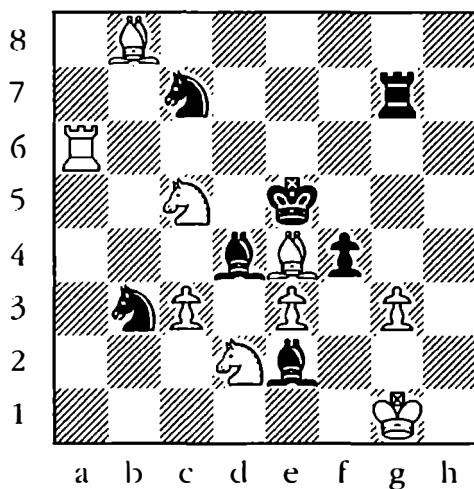
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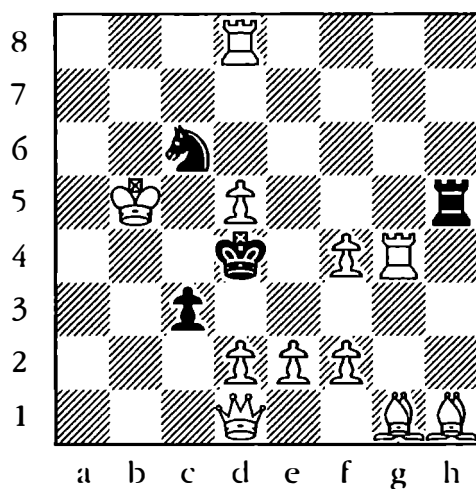
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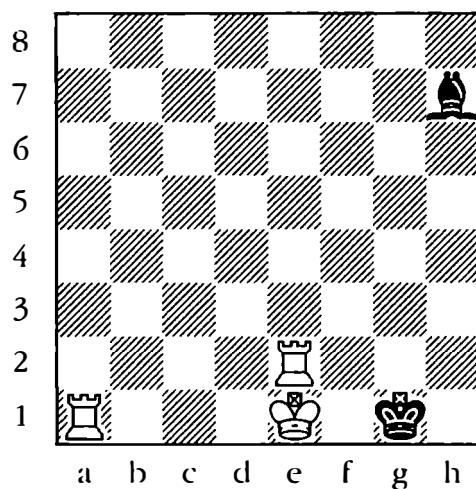
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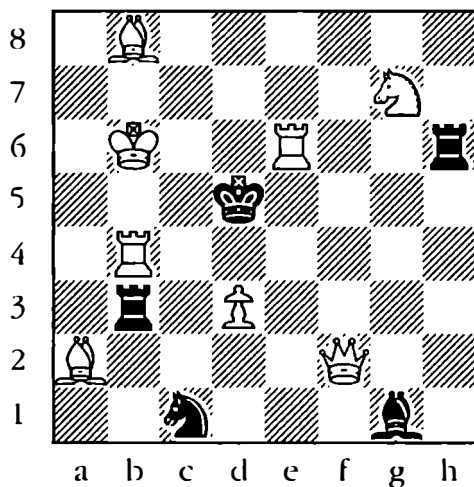
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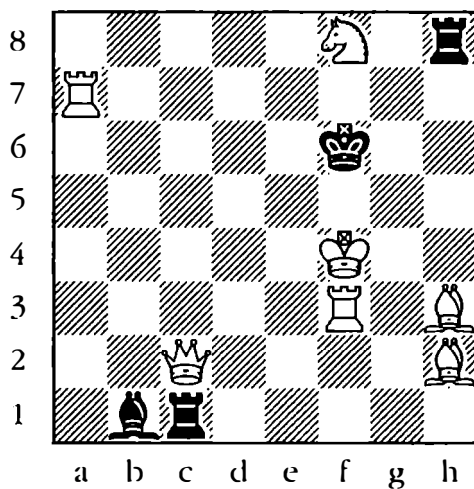
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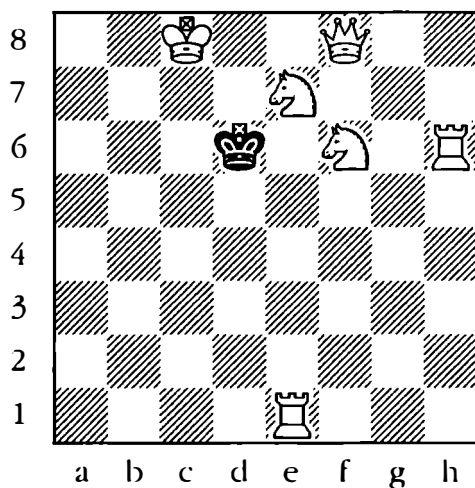
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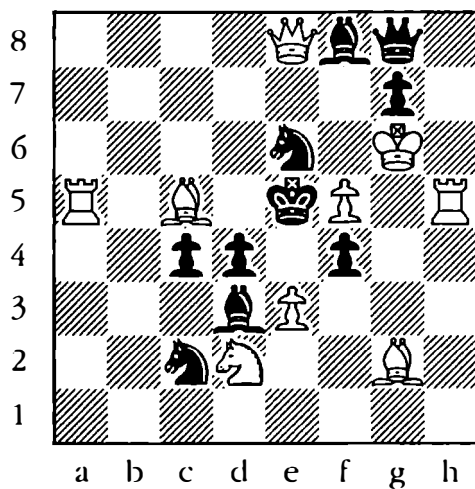
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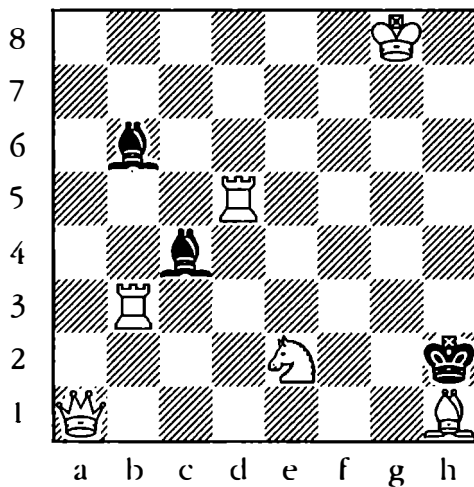
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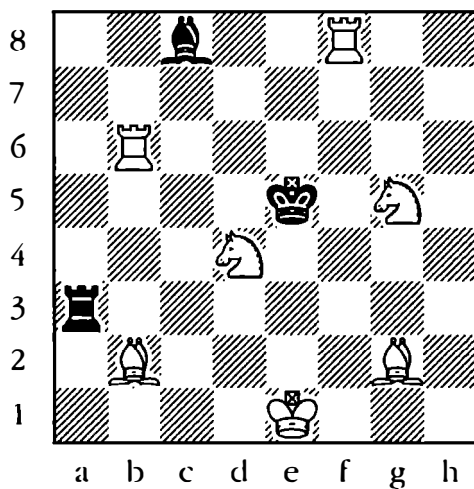
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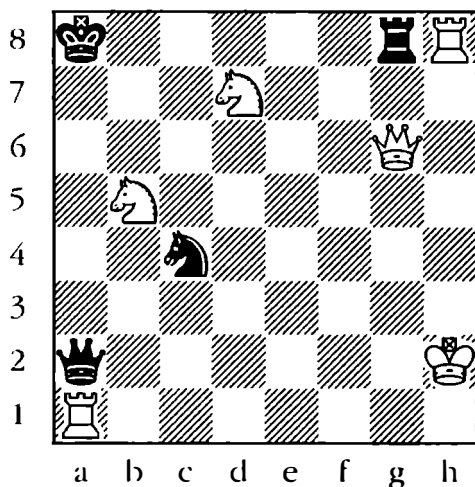
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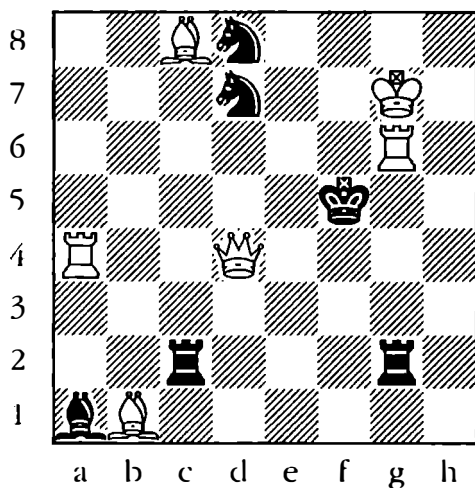
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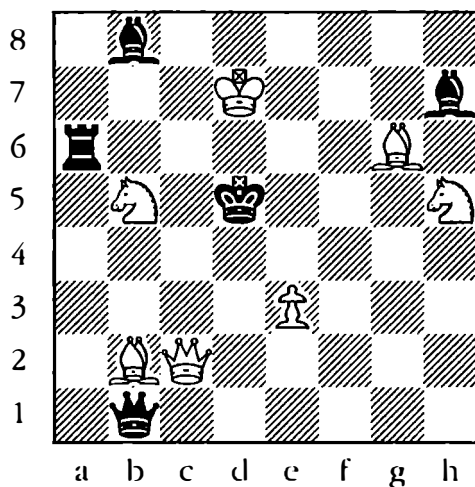
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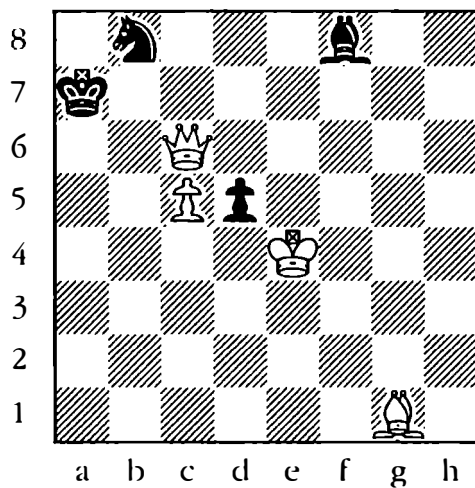
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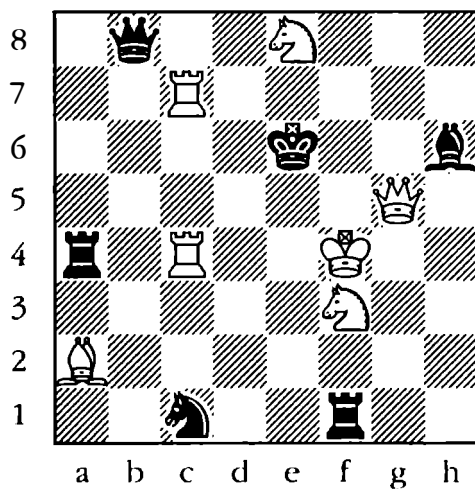
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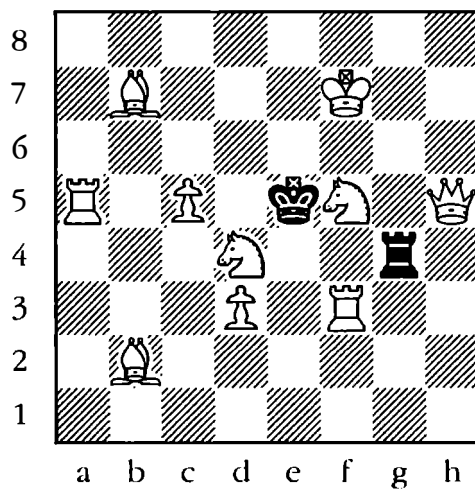
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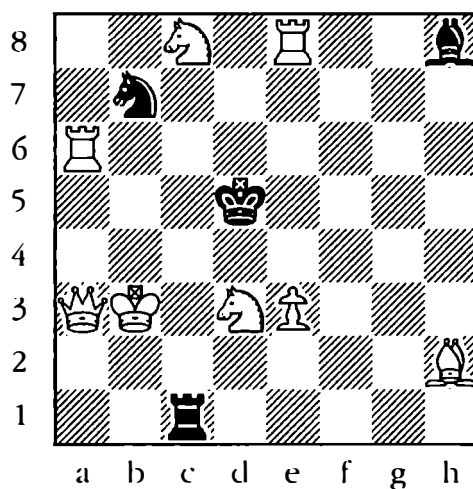
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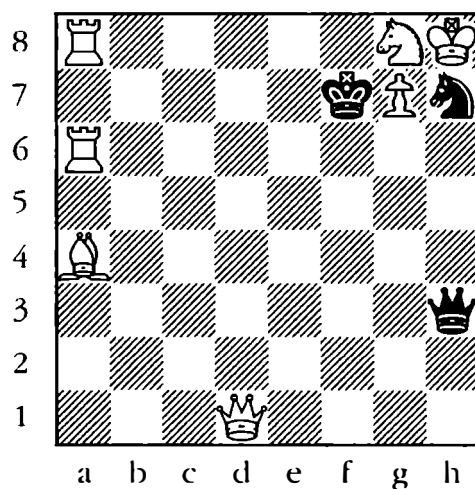
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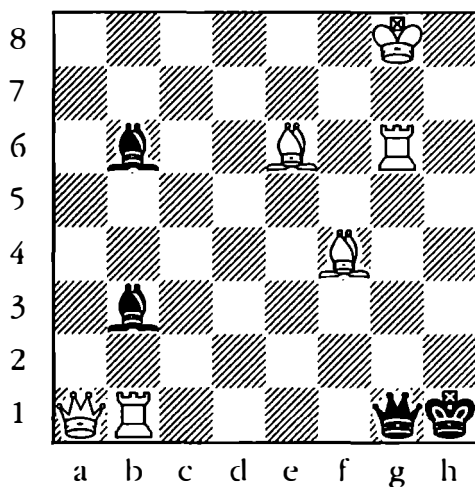
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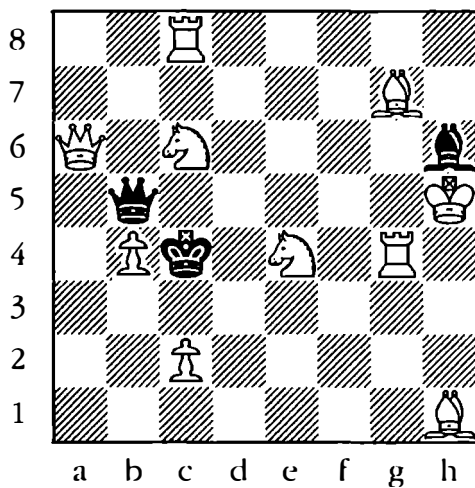
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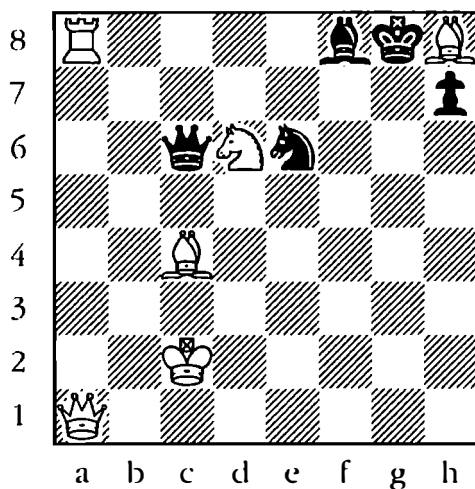
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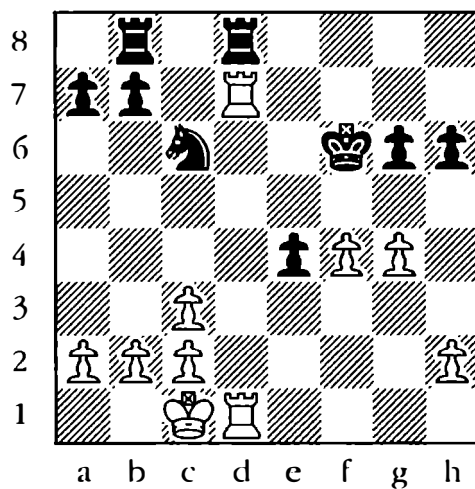
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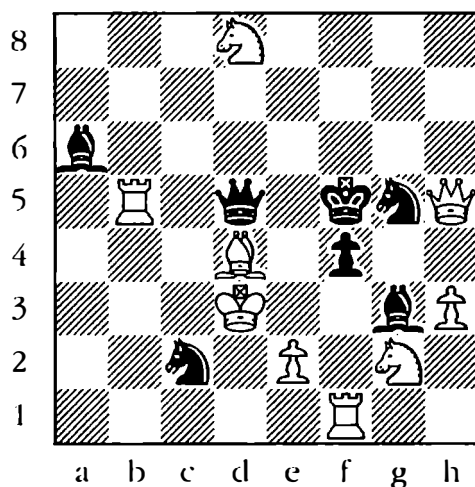
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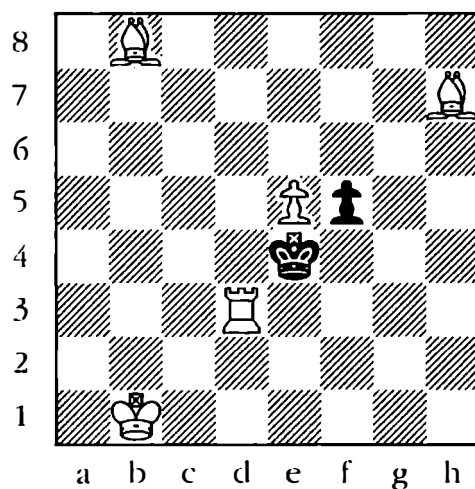
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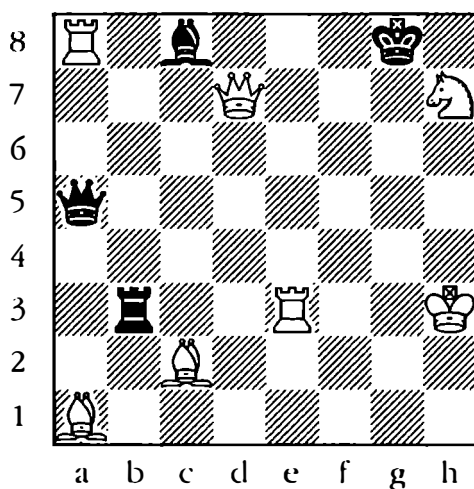
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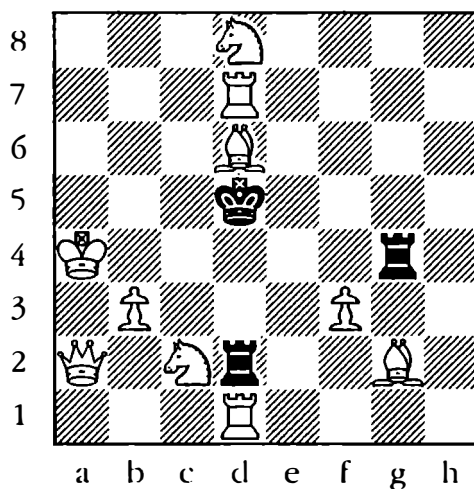
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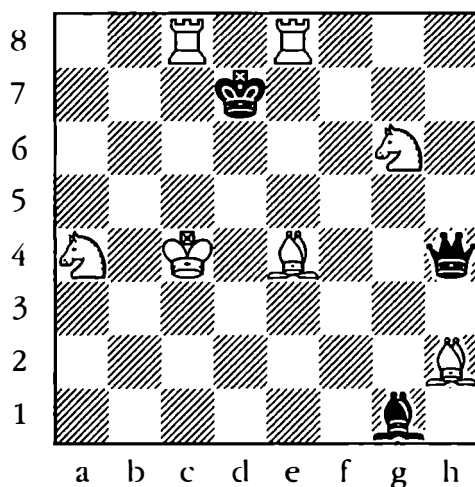
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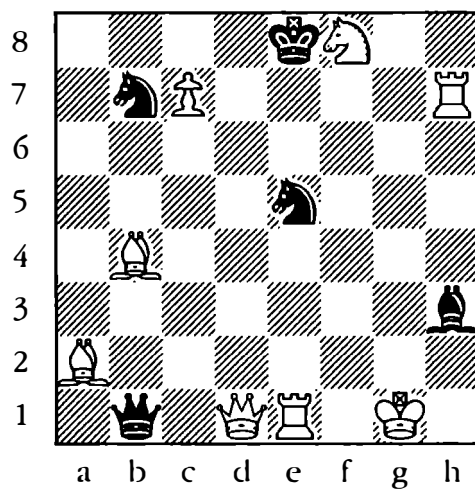
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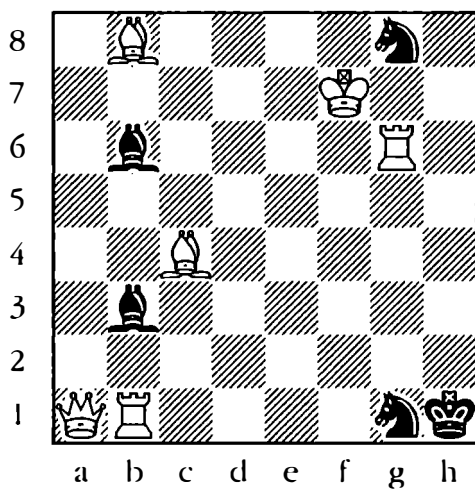
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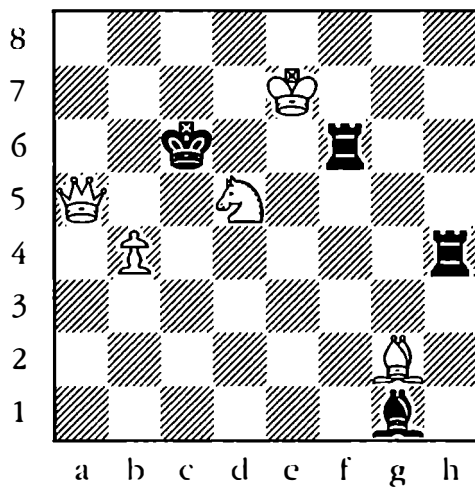
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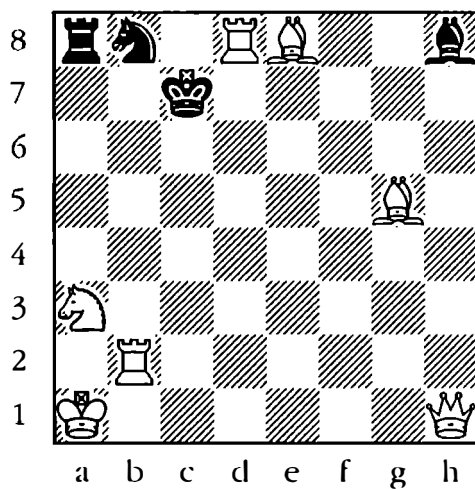
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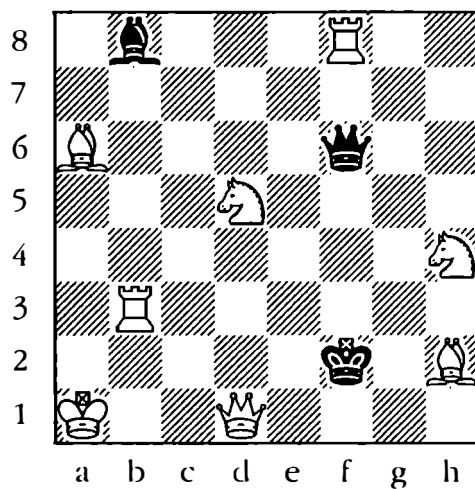
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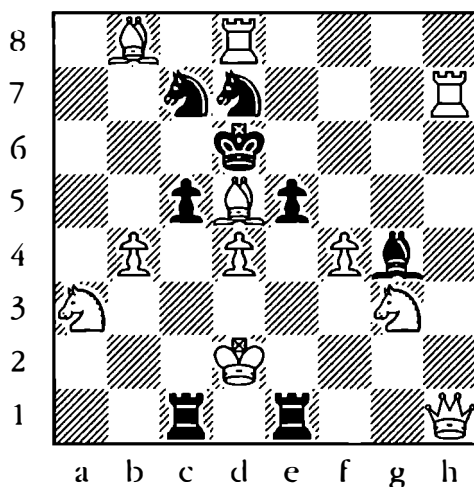
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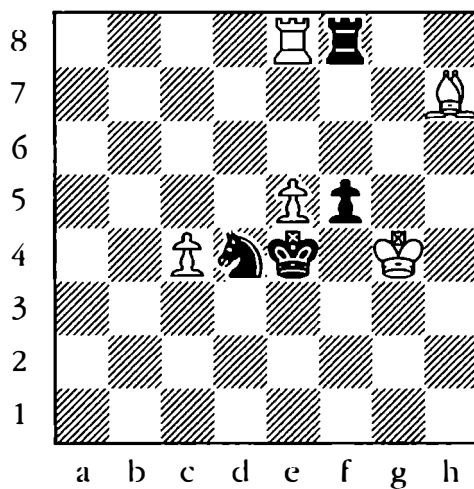
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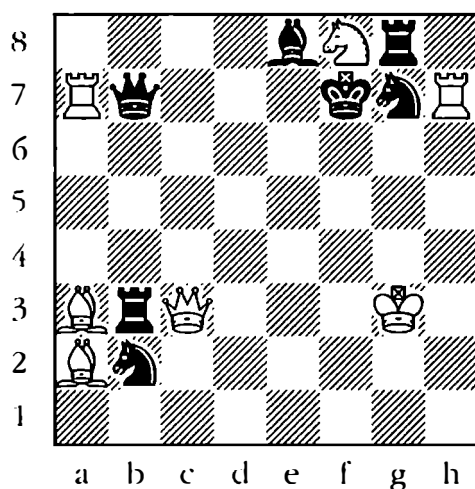
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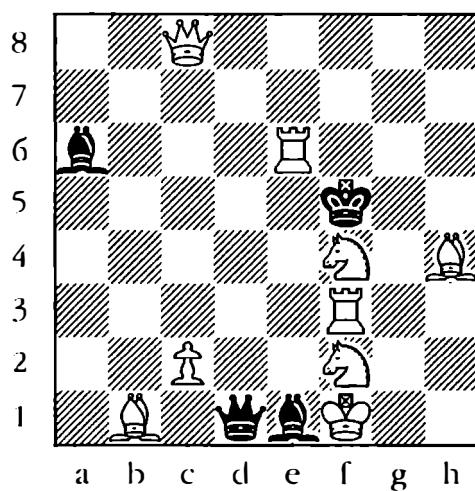
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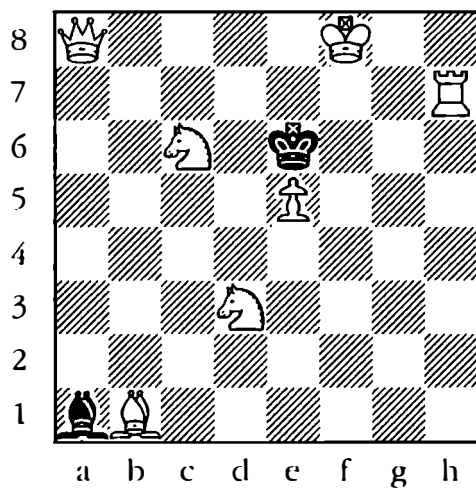
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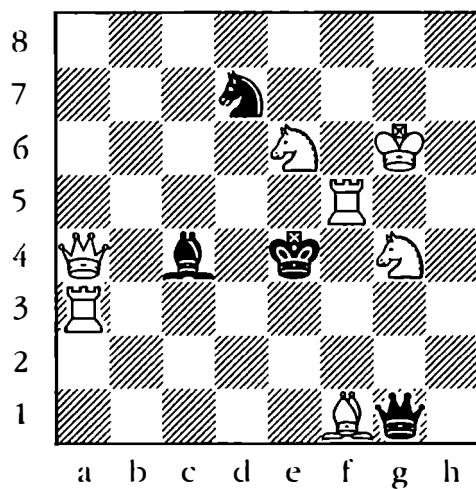
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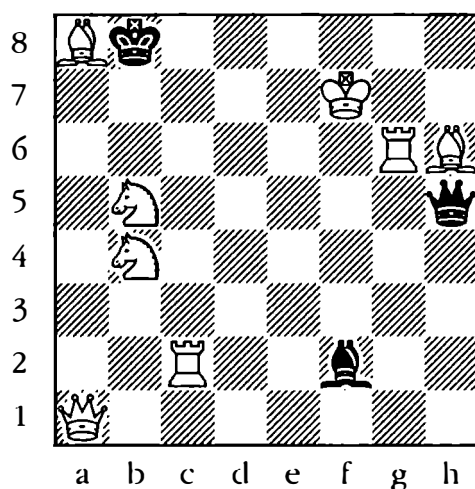
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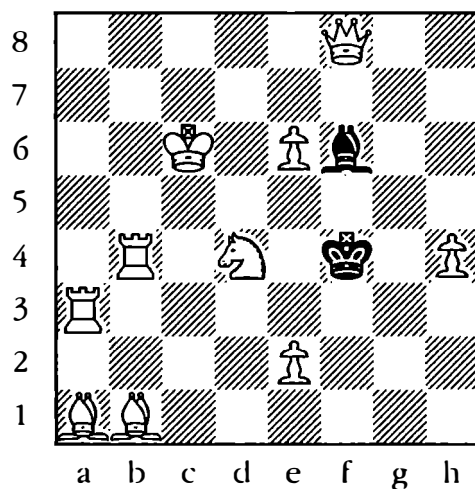
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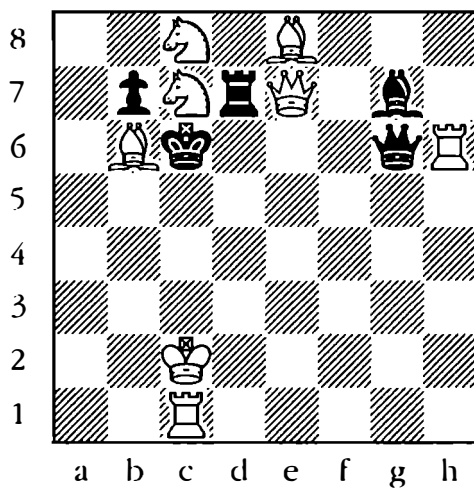
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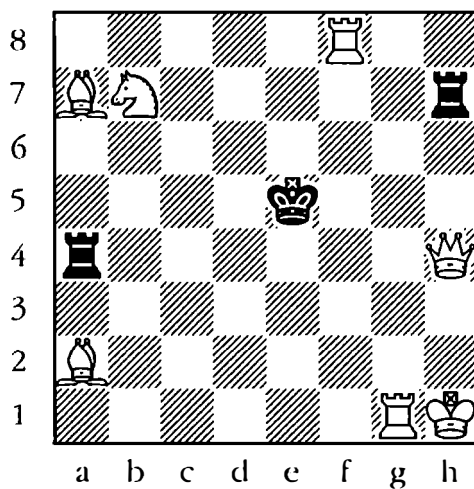
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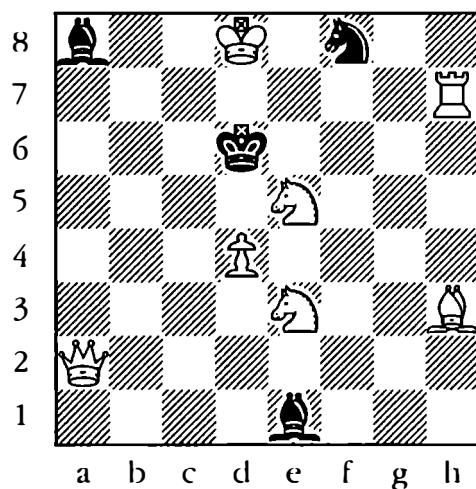
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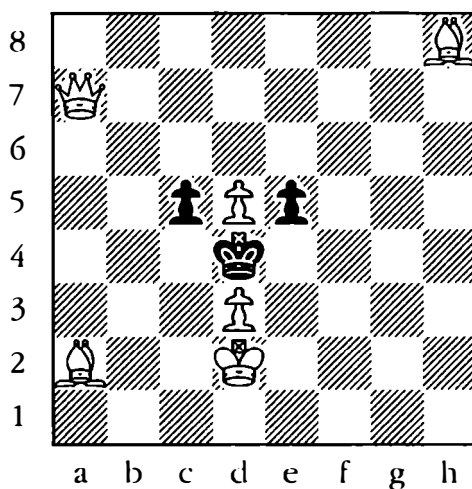
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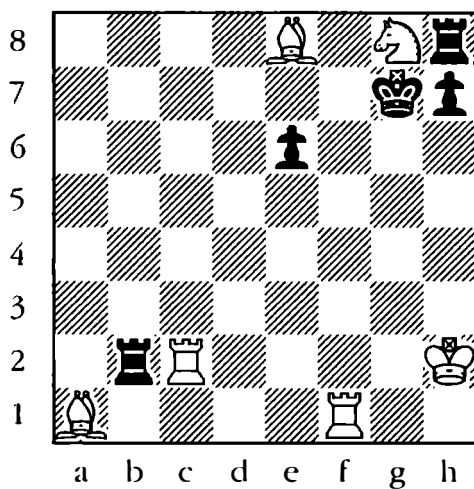
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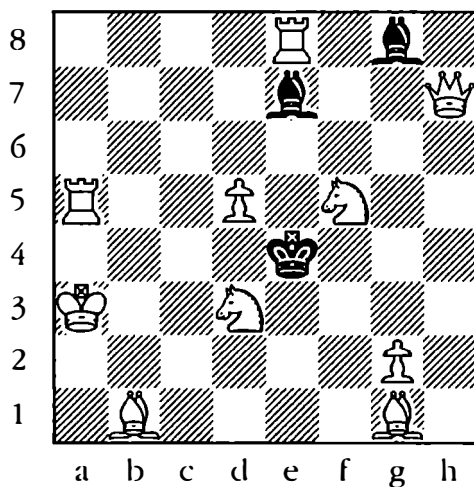
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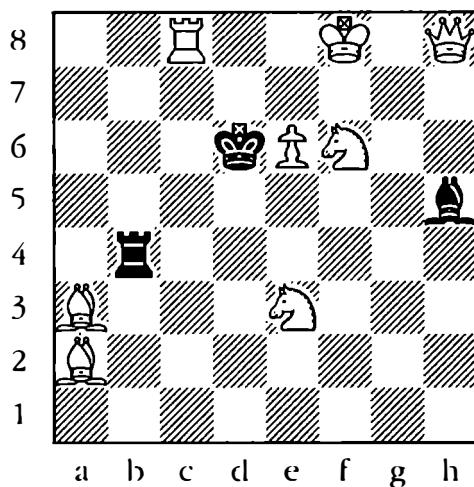
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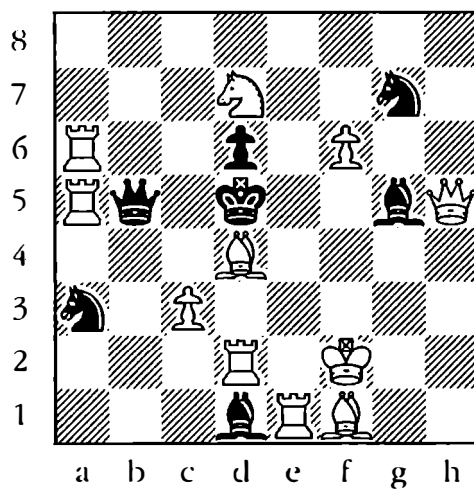
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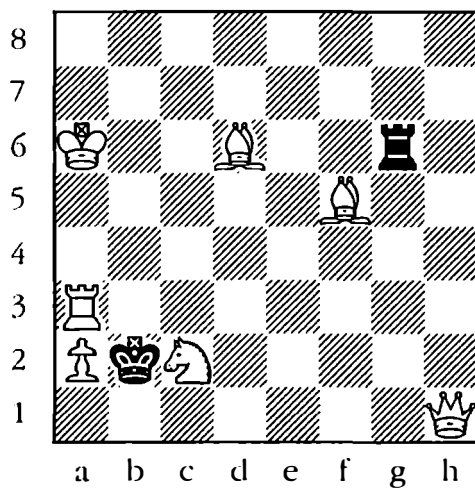
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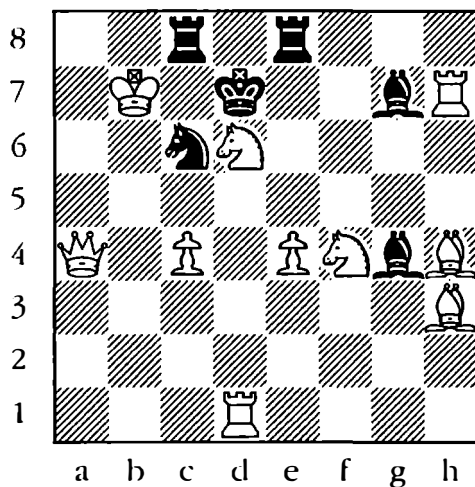
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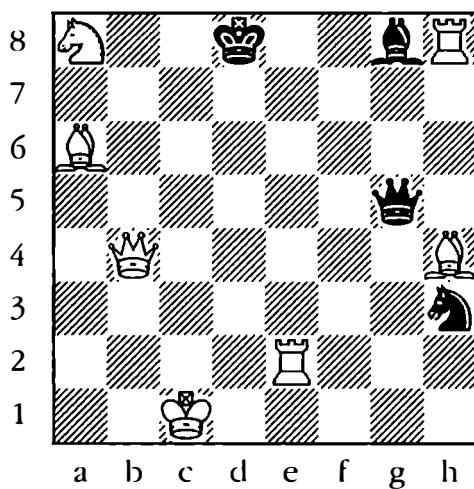
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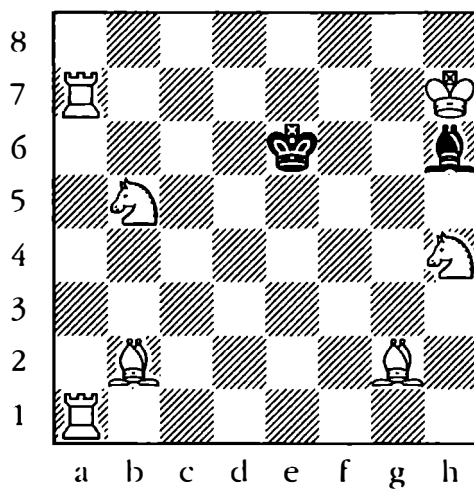
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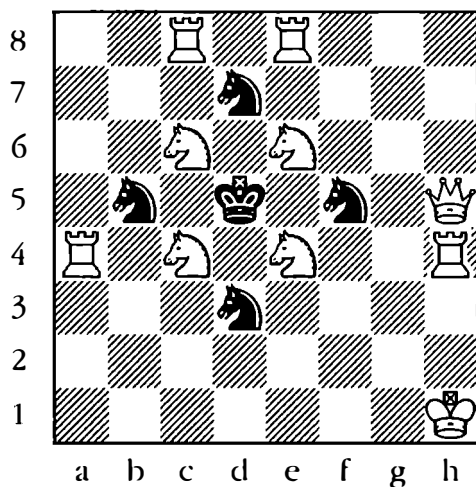


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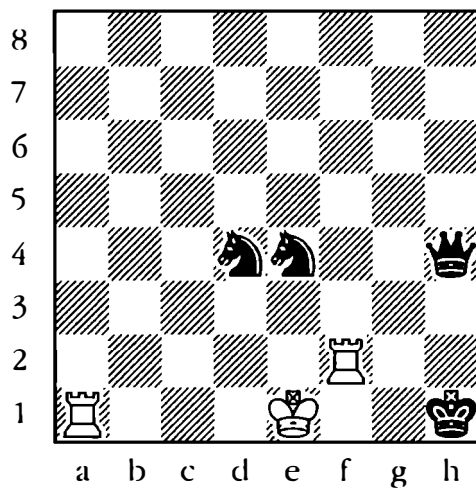


White Mates in One Move

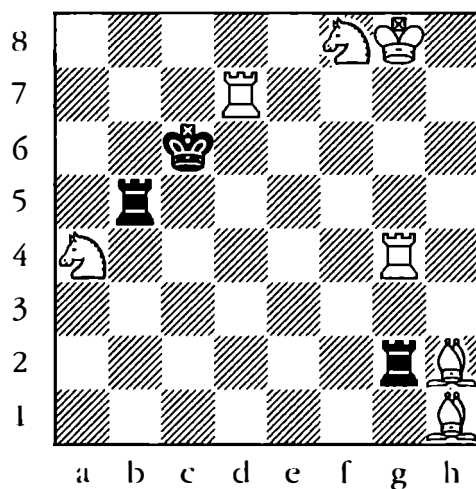
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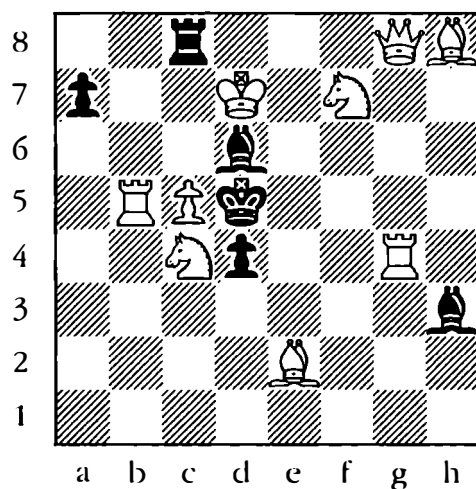
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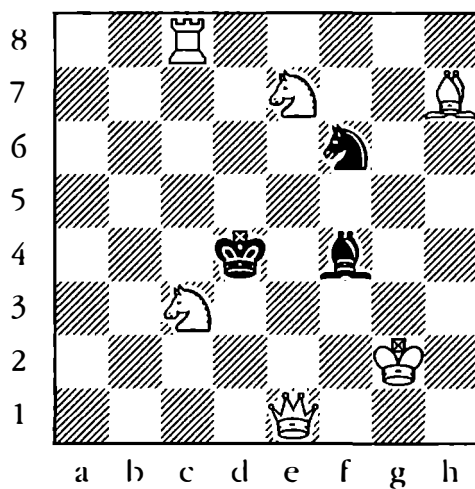
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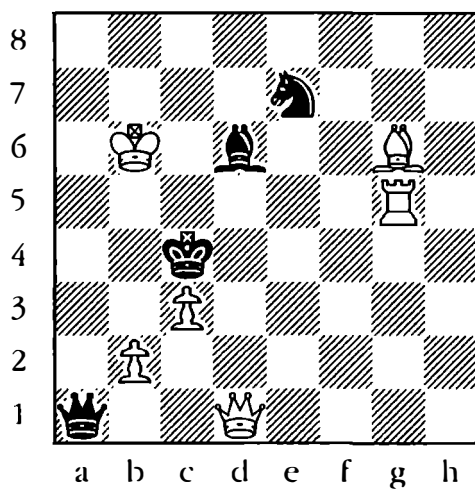
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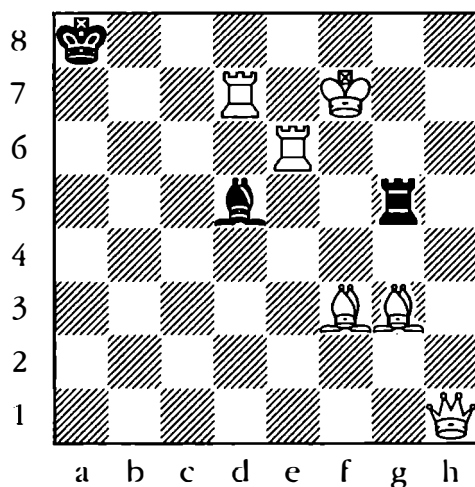
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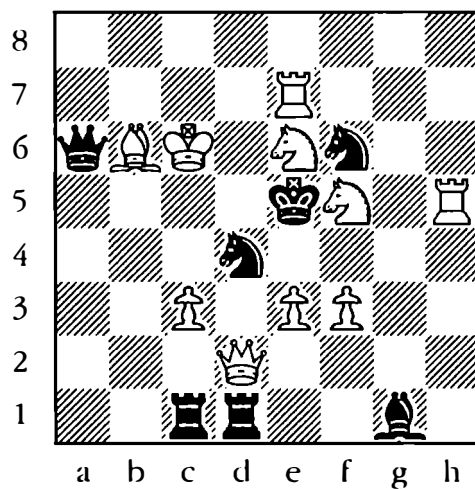
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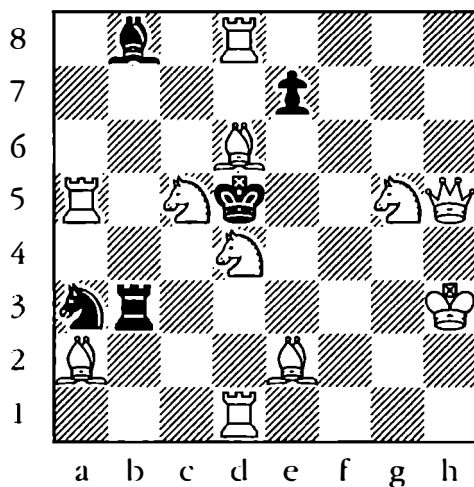
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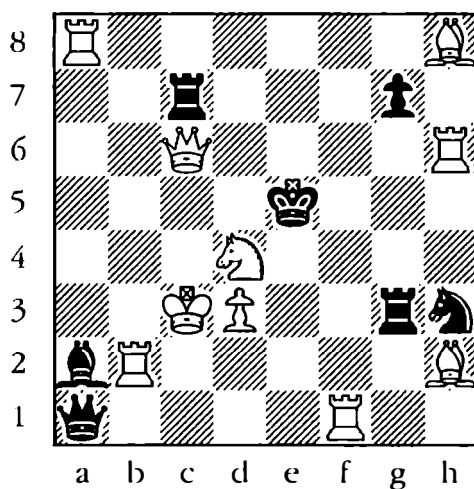
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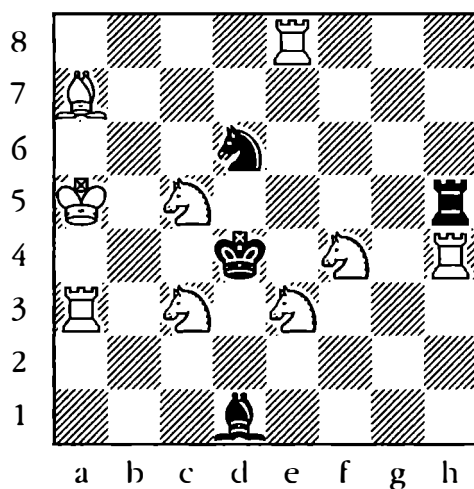
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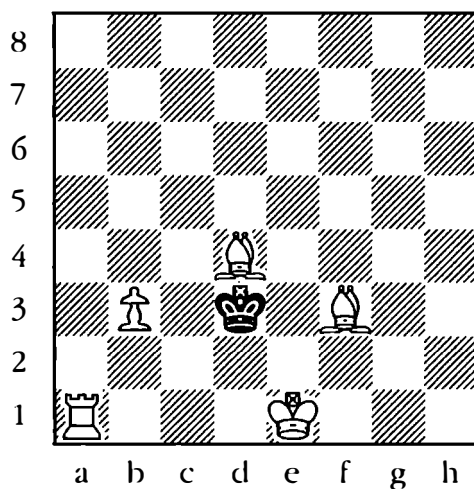
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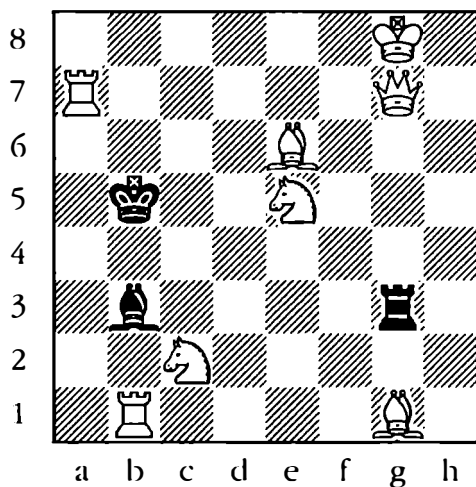
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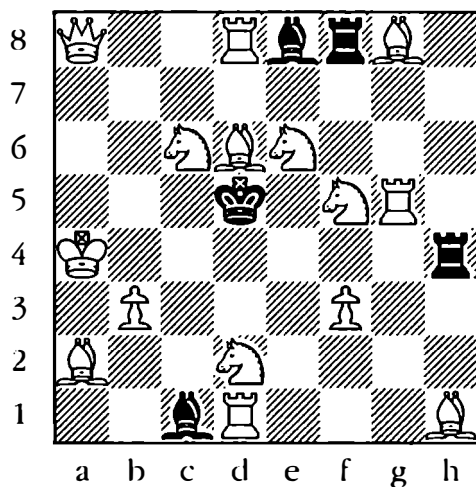
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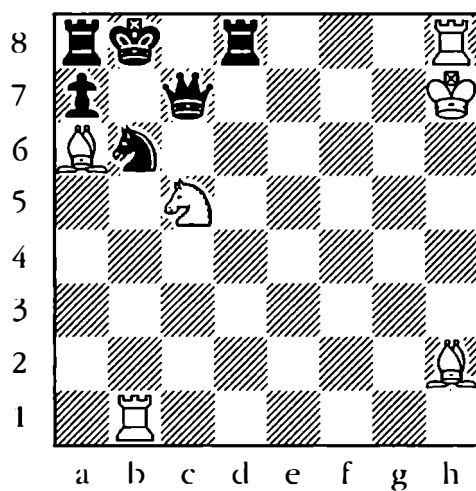
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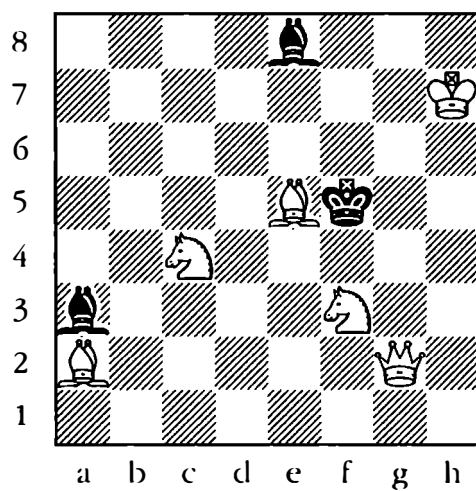
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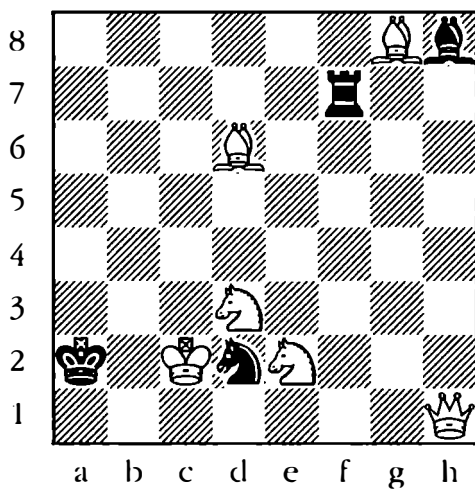


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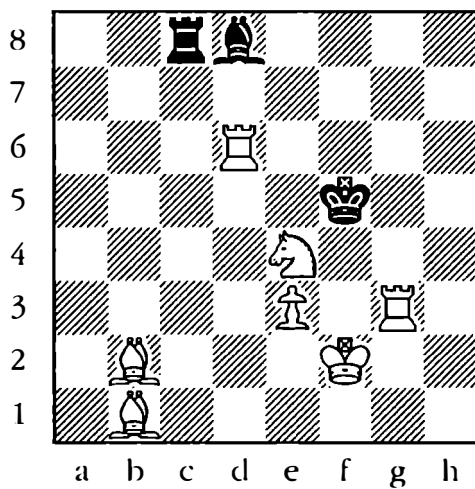


White Mates in One Move

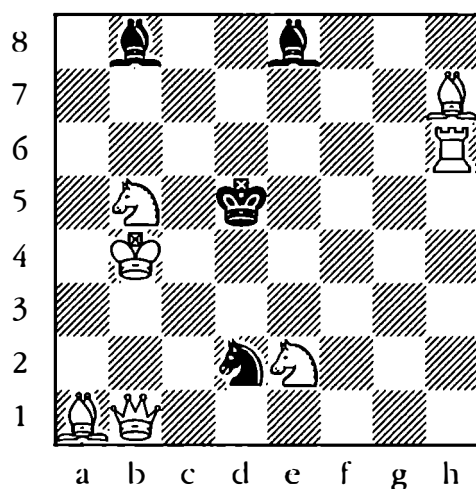
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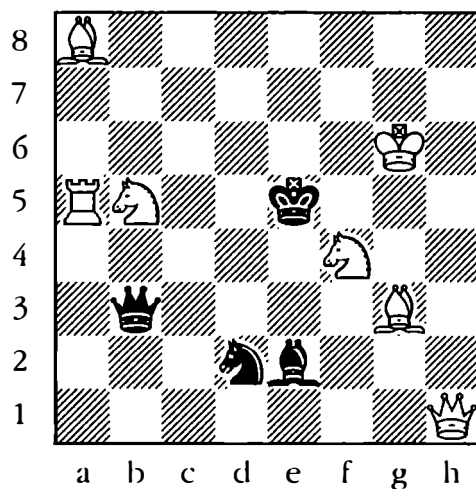
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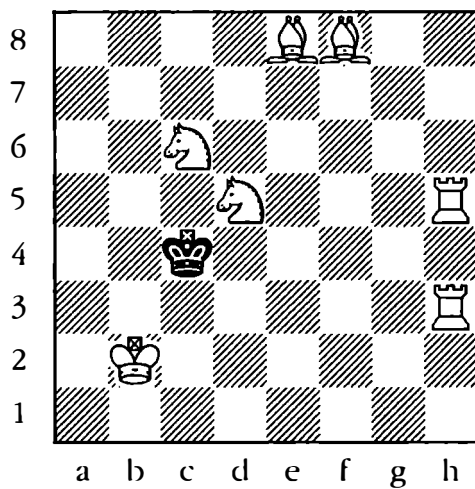
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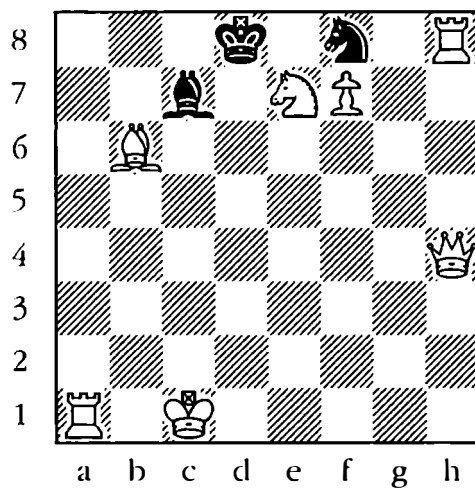
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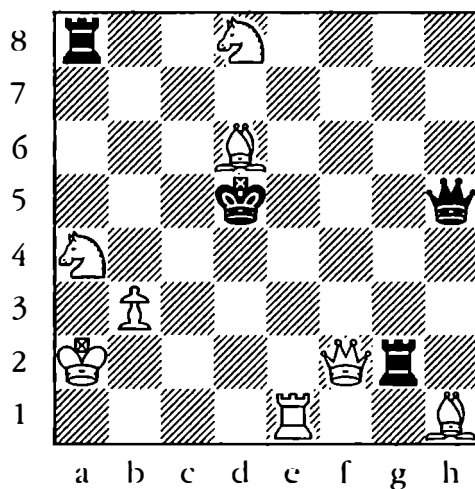
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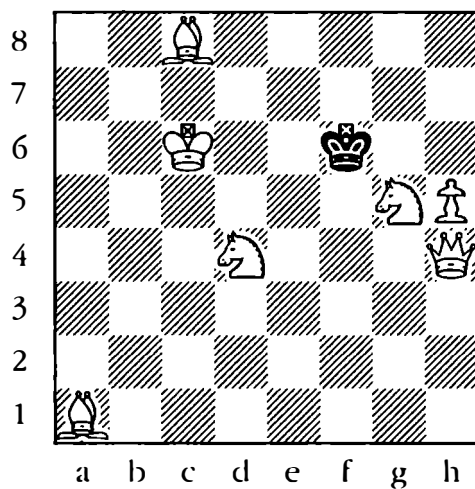
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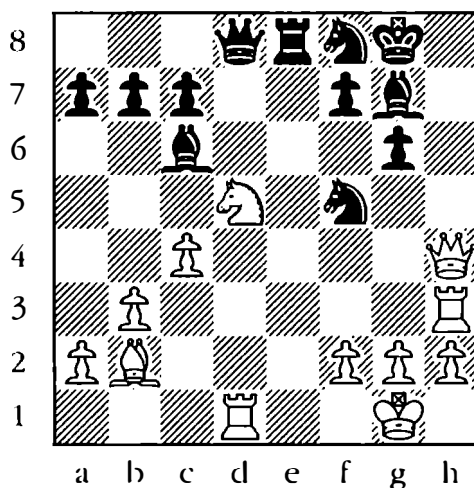


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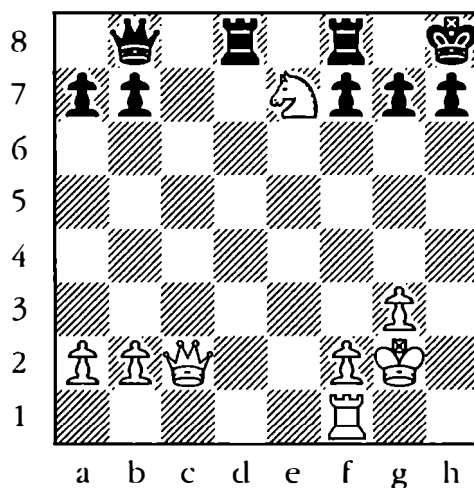


Chapter Two: *White Mates in Two Moves*

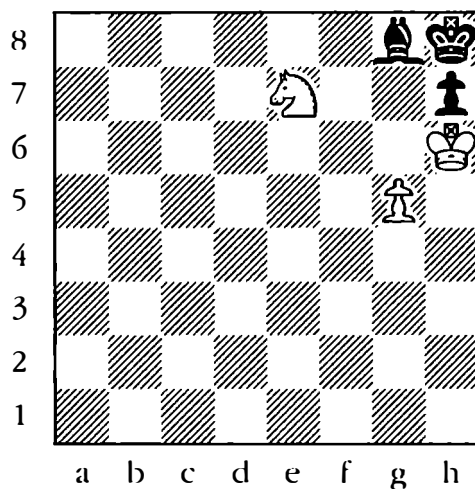
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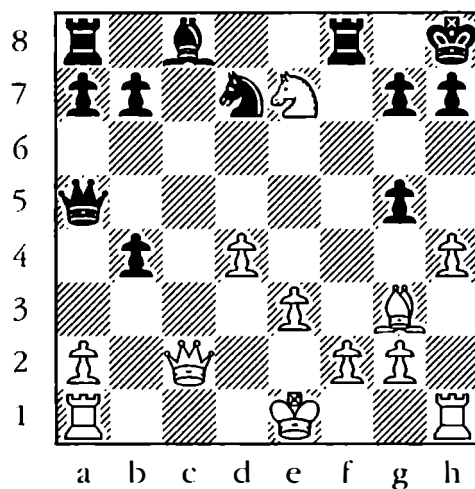
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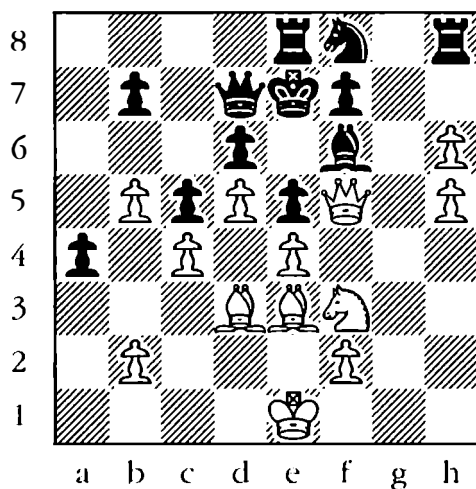
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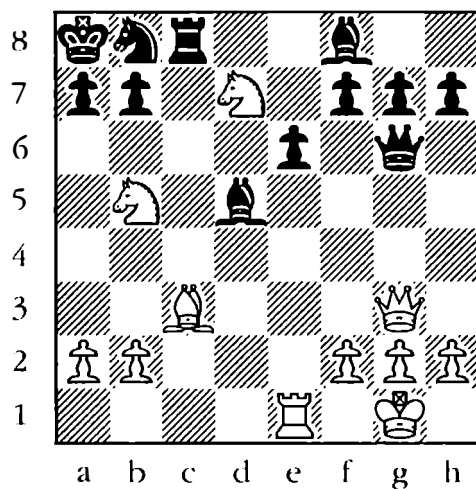
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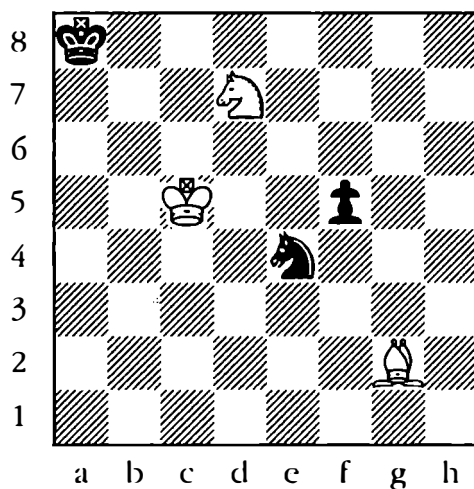
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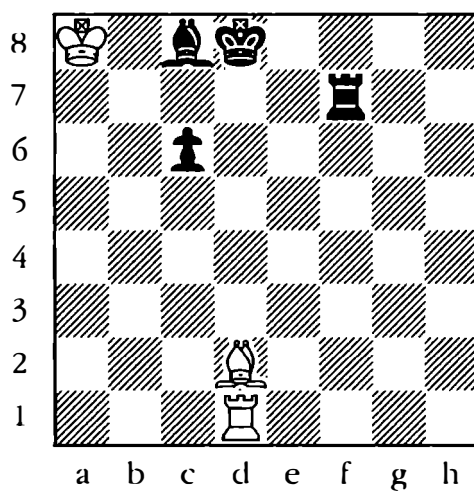
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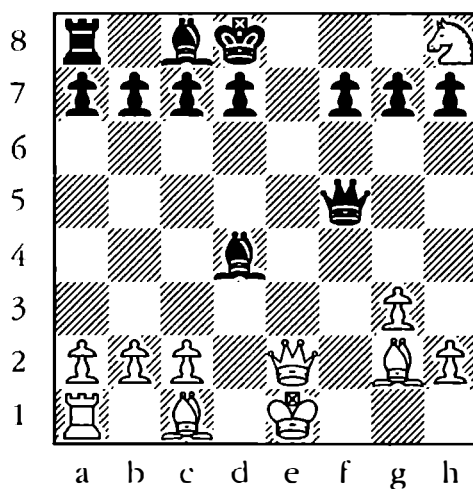
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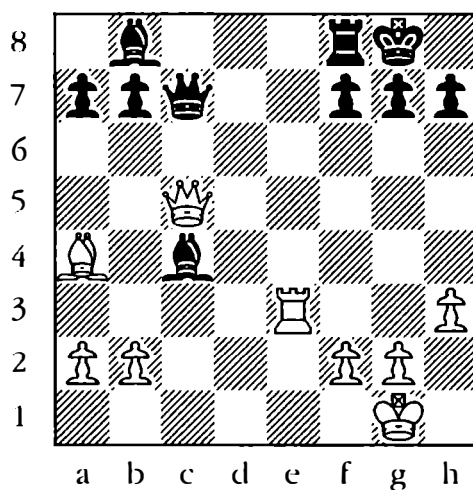
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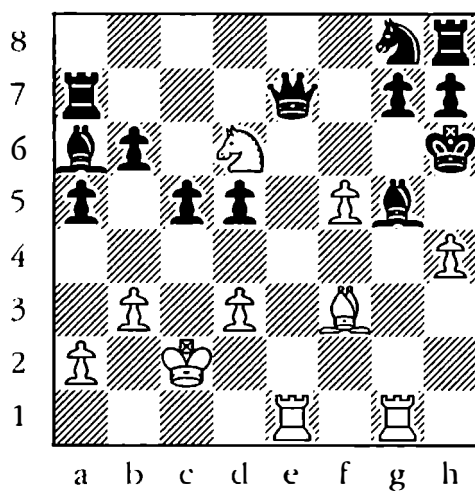
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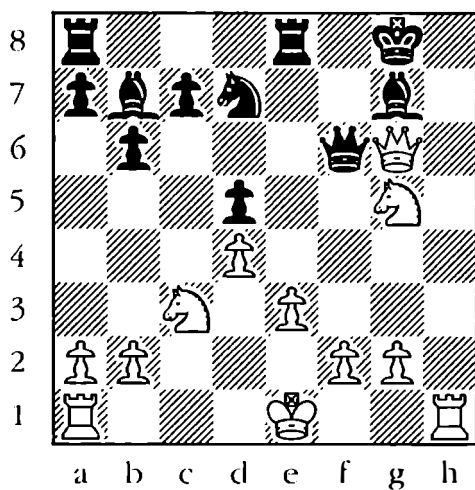
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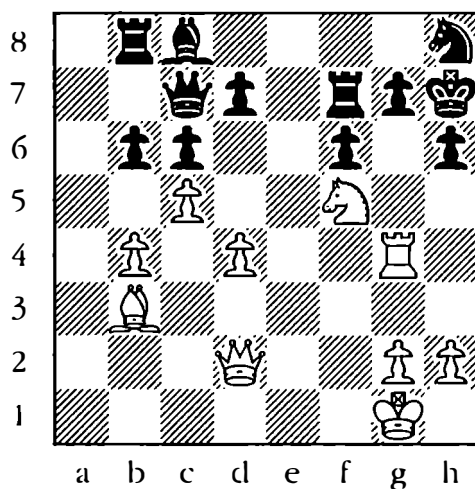
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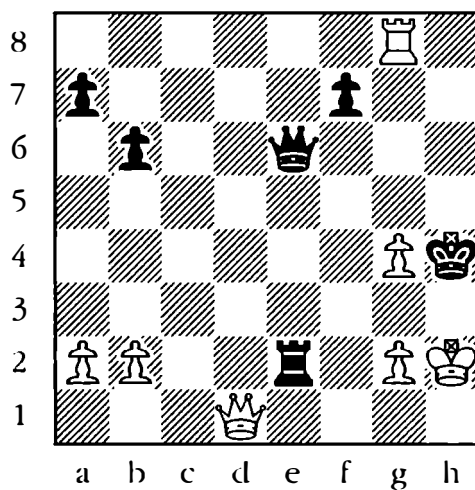
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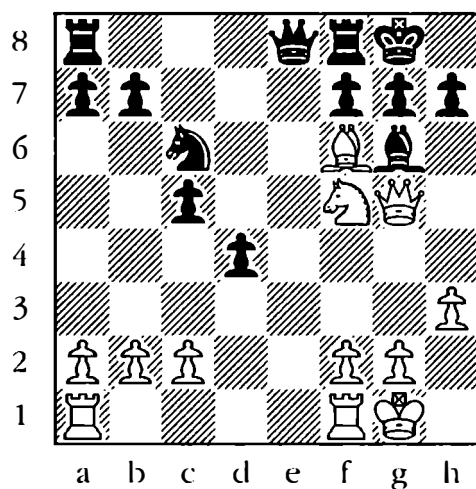
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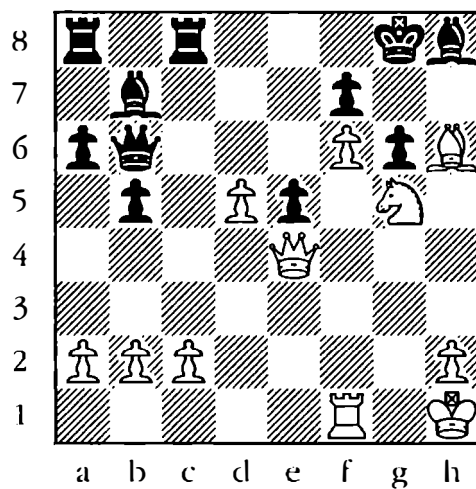
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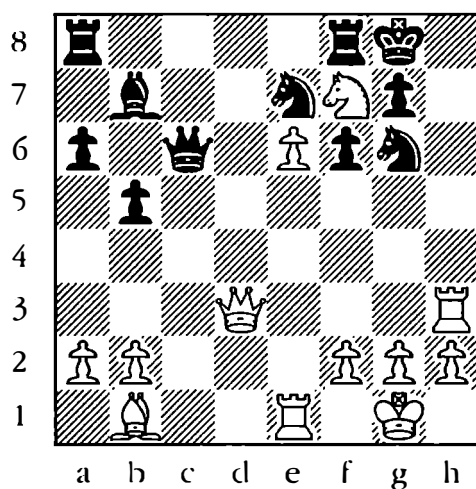
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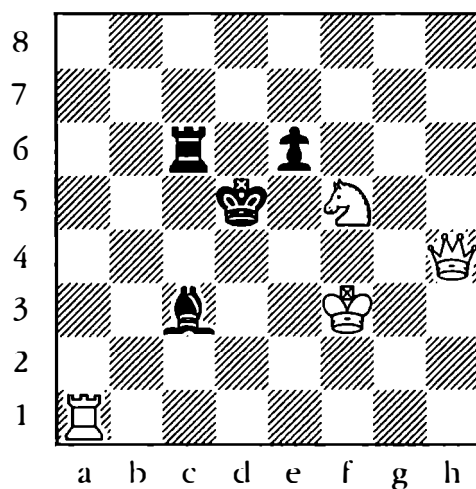
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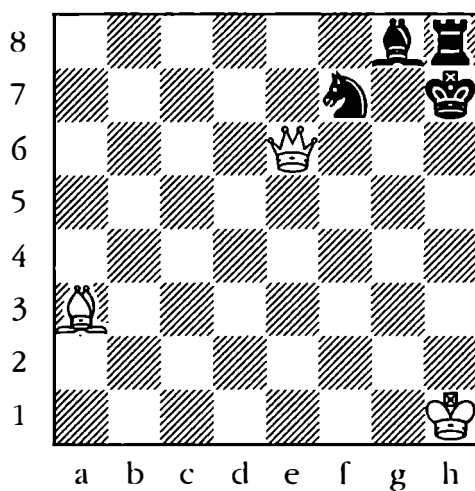
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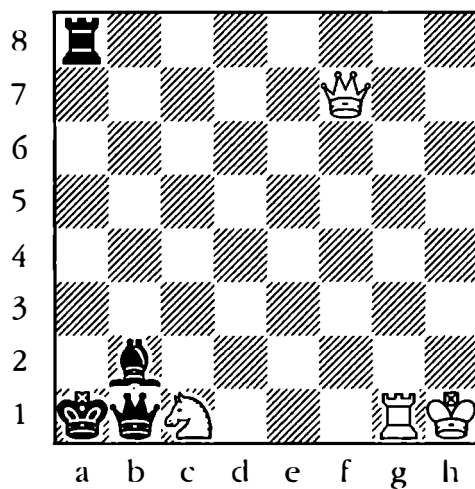
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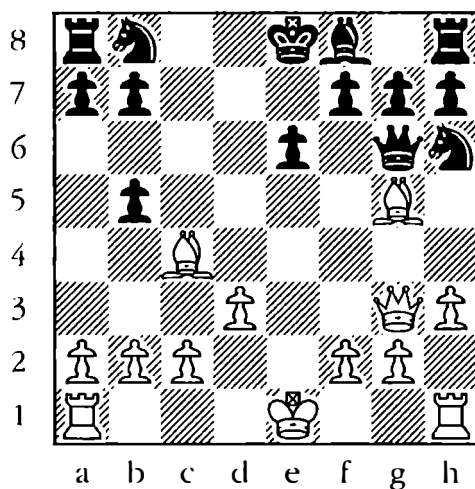
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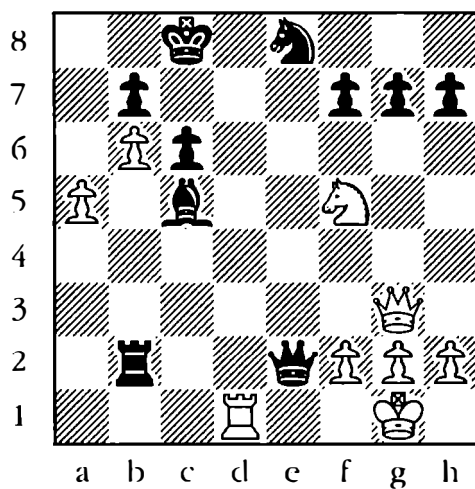
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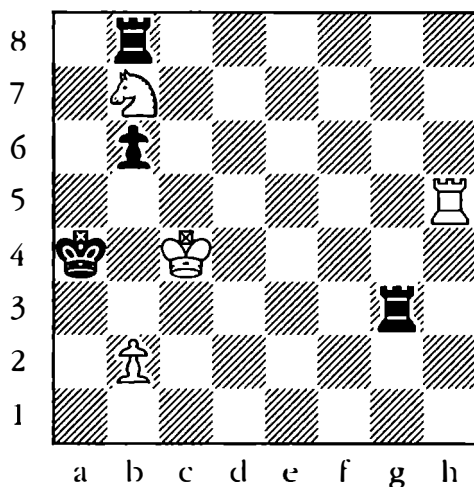
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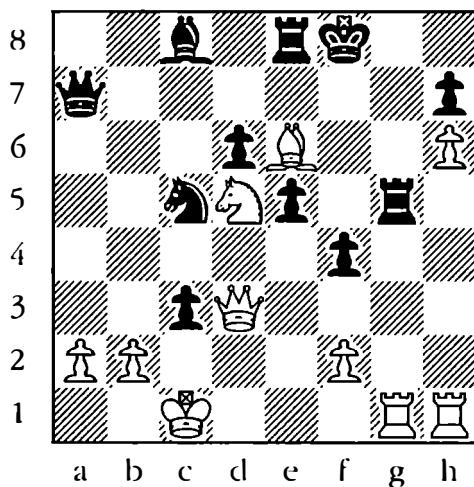
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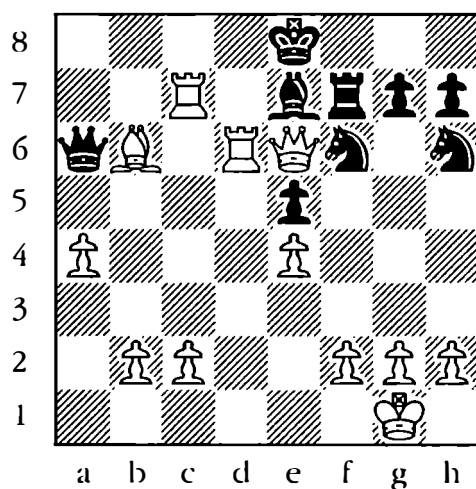
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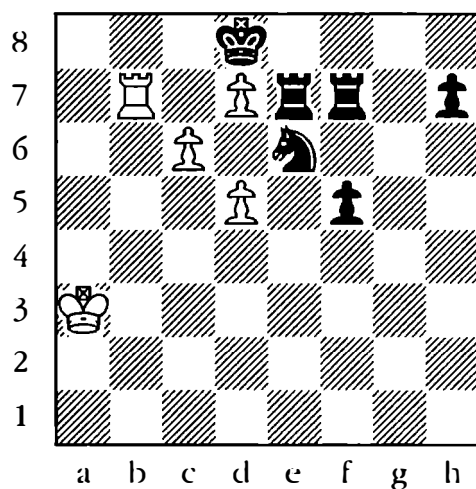
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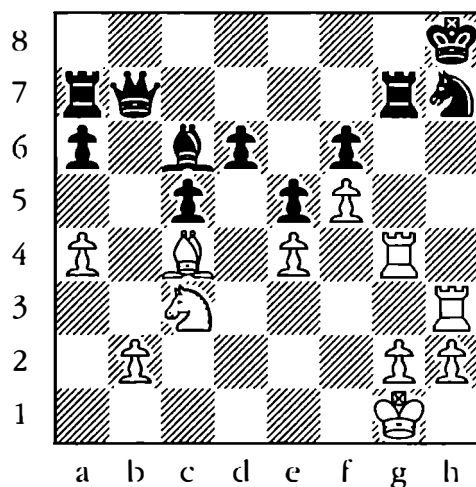
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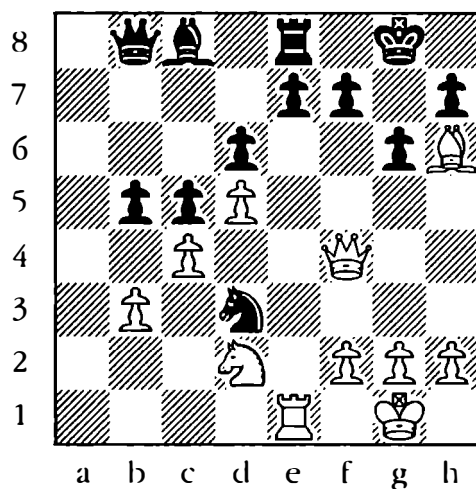
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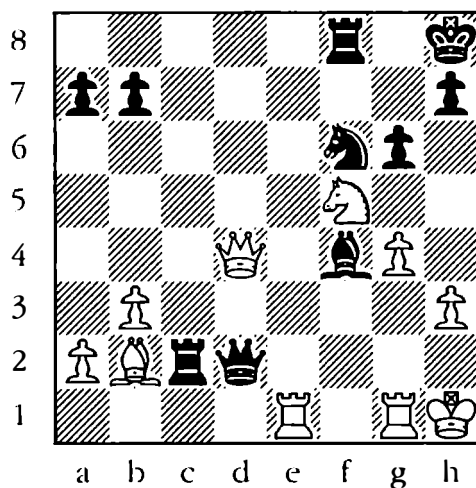
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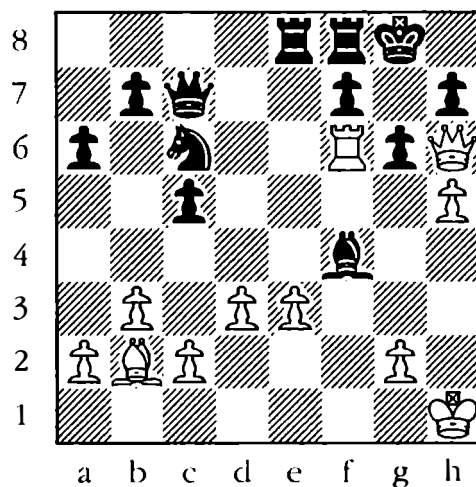
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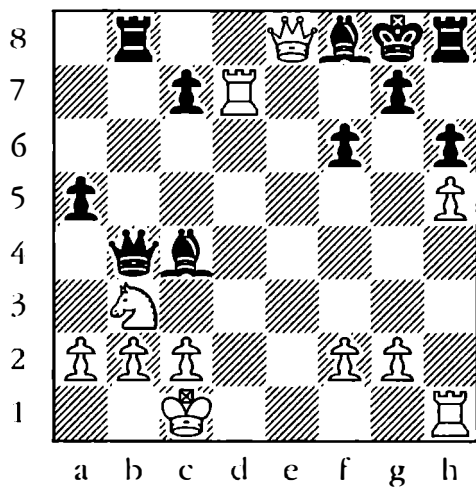
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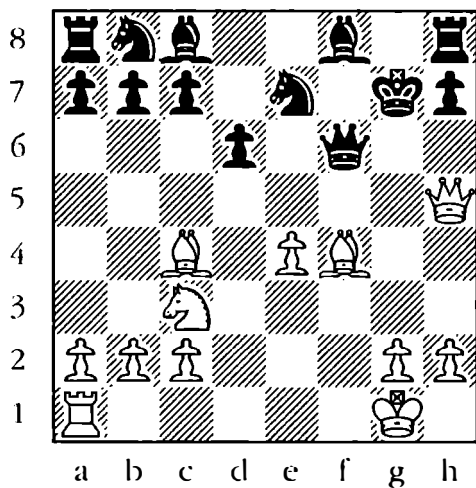
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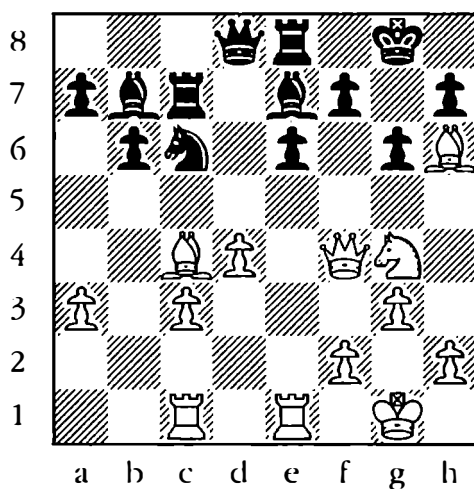
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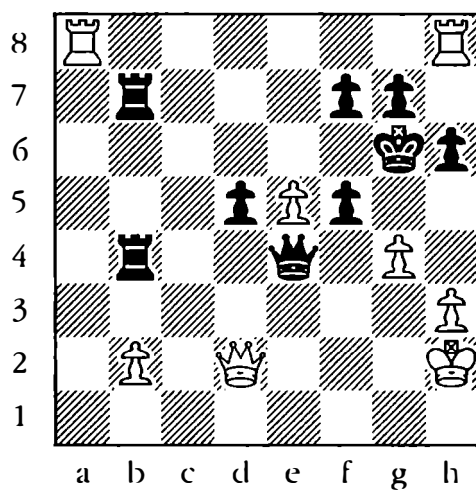
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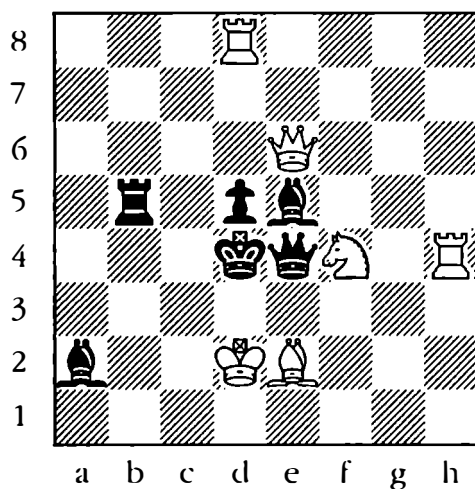
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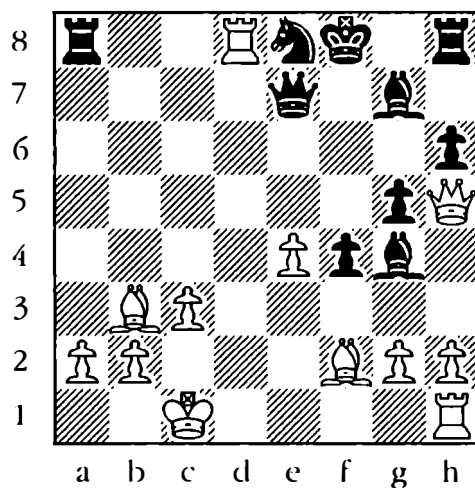
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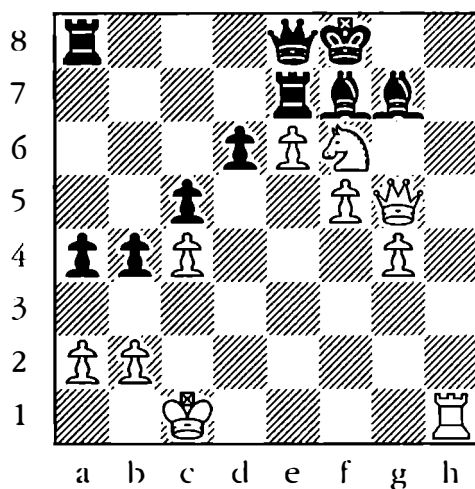
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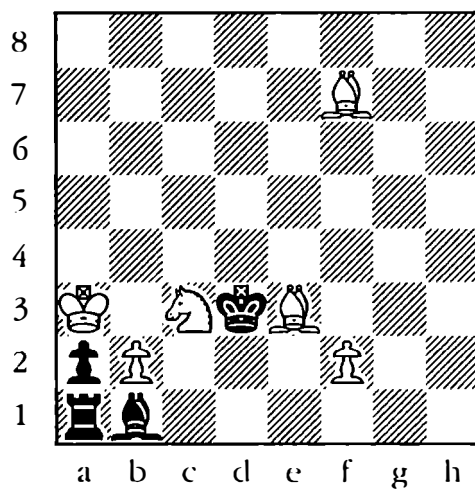
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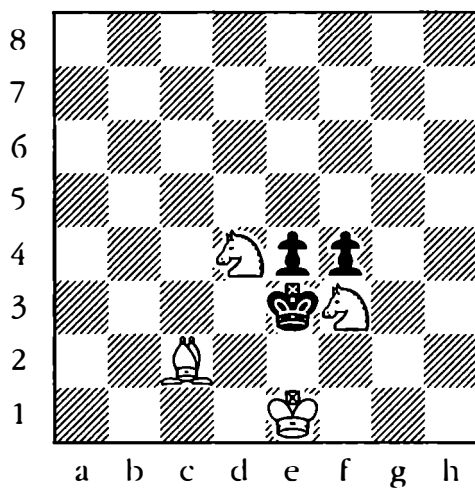
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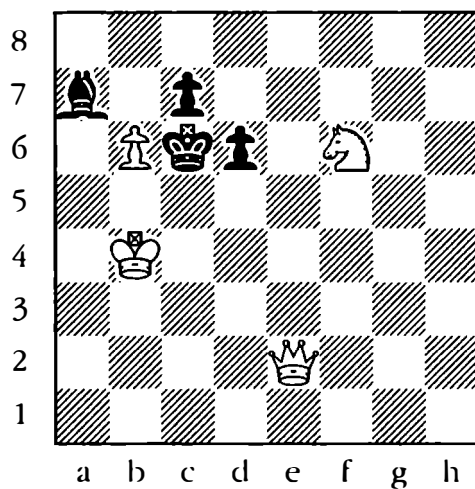
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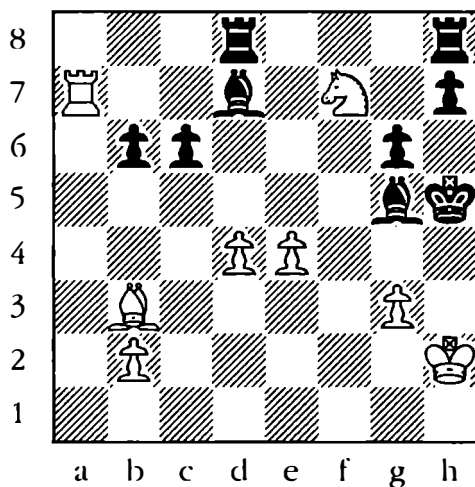
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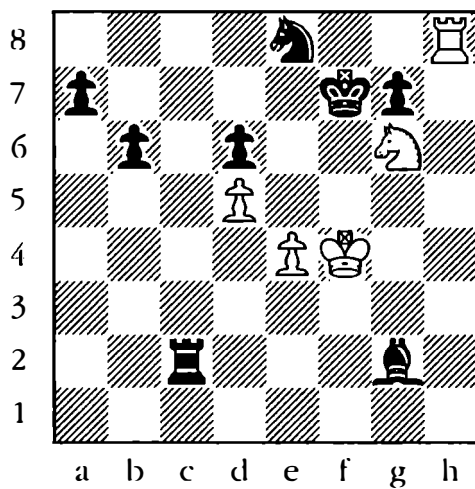
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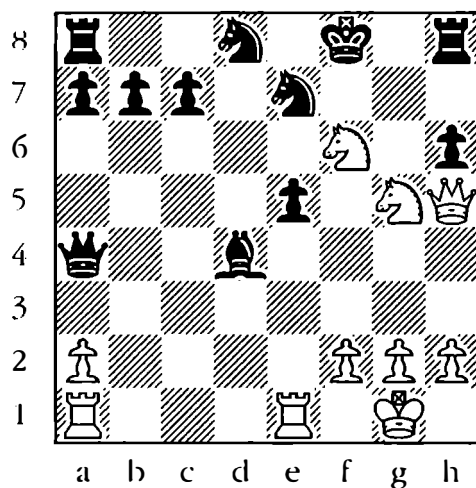
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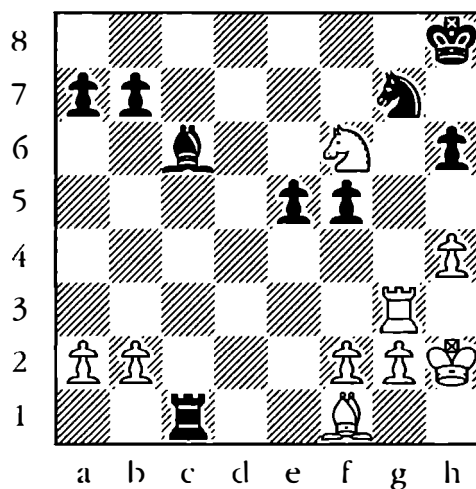
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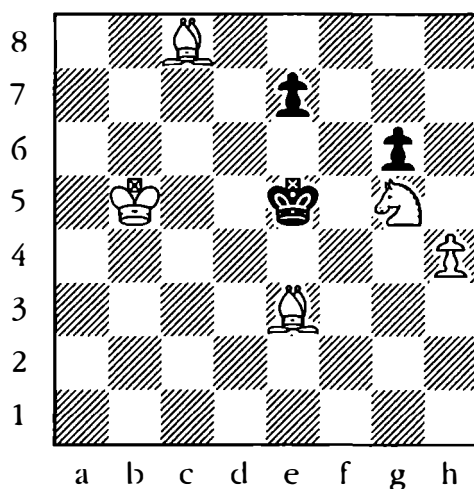
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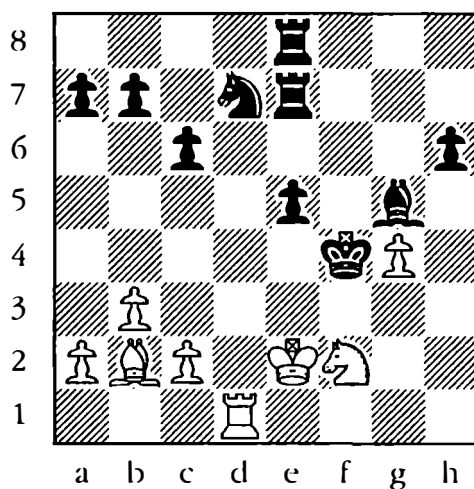
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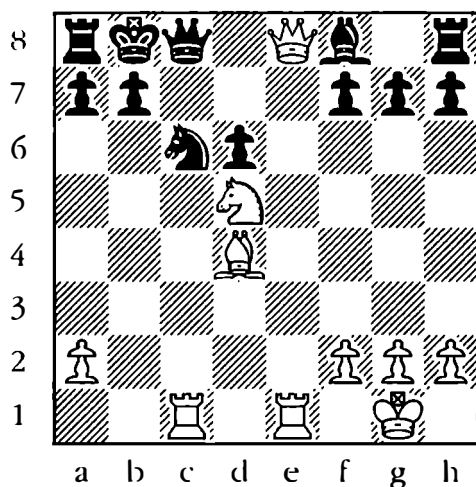
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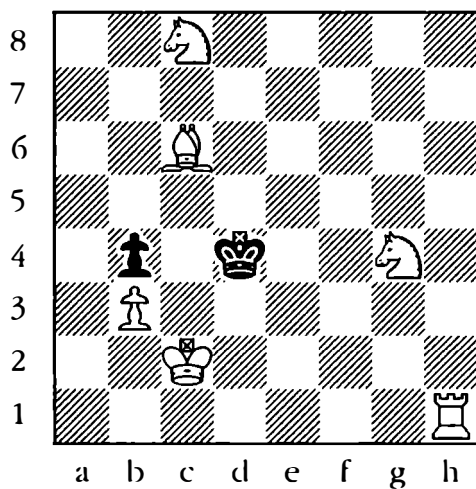
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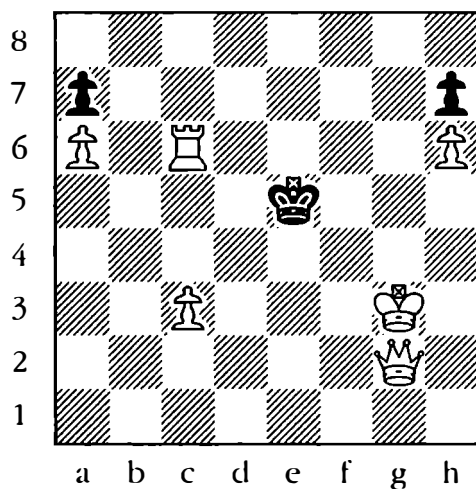
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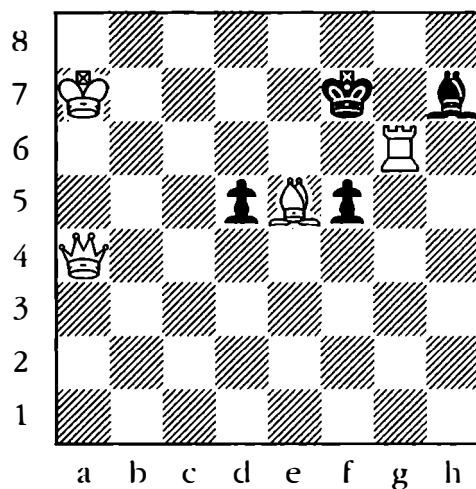
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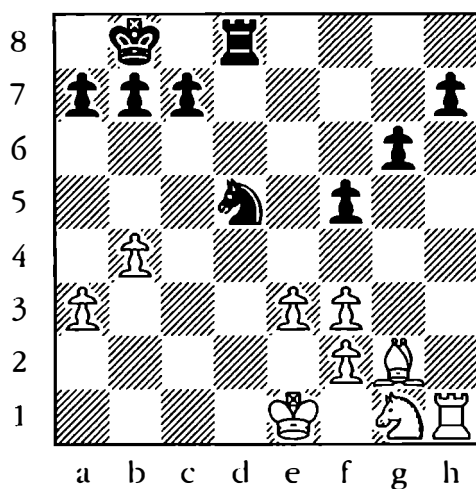
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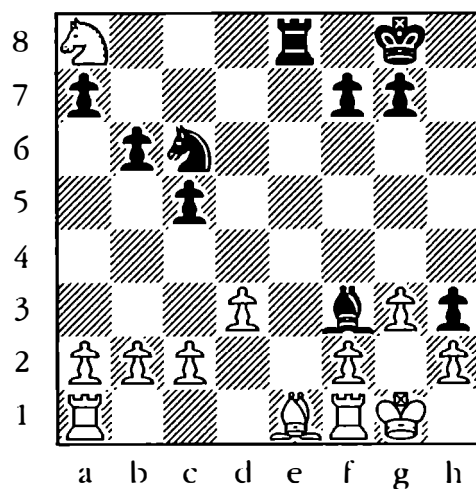
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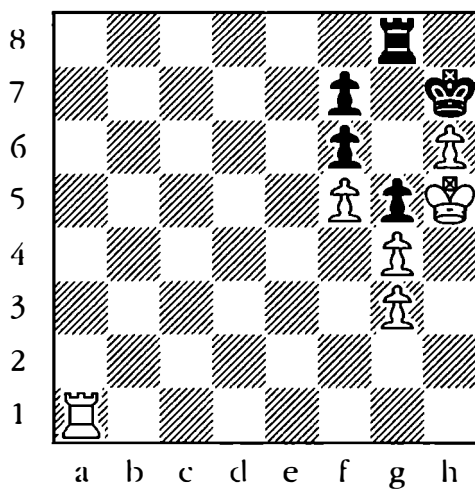
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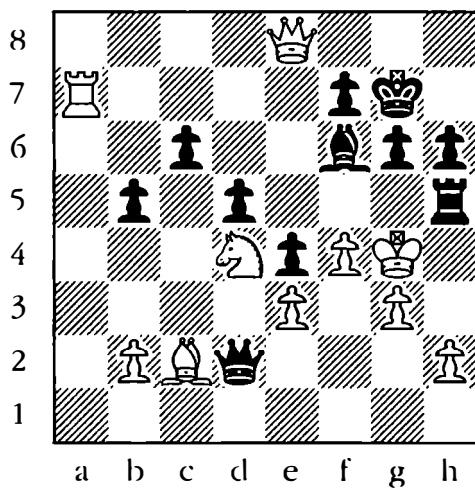
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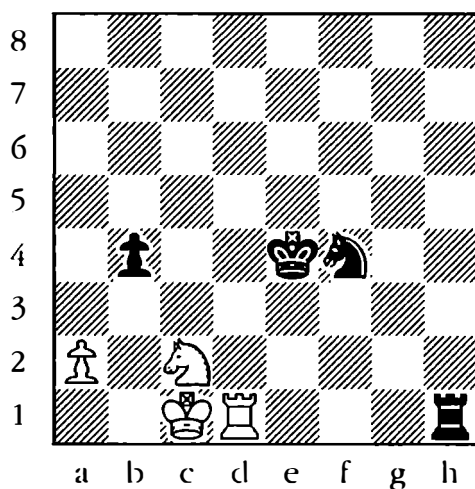
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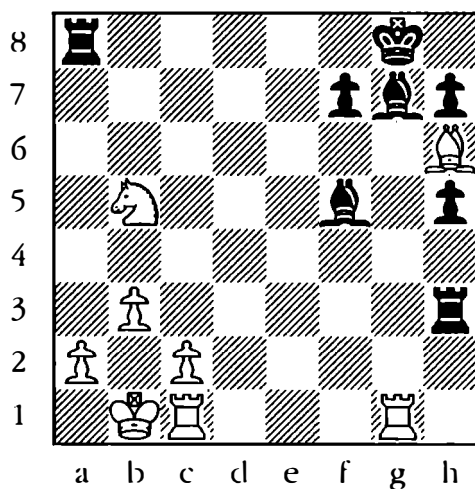
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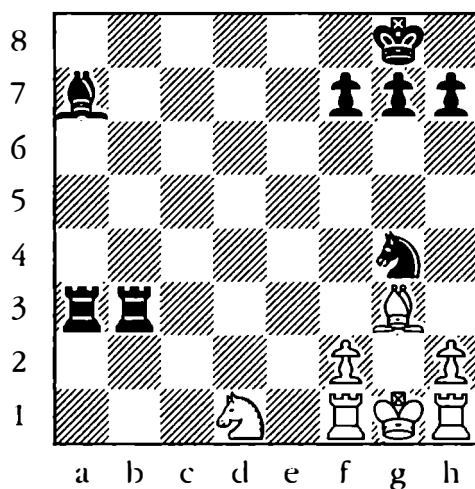
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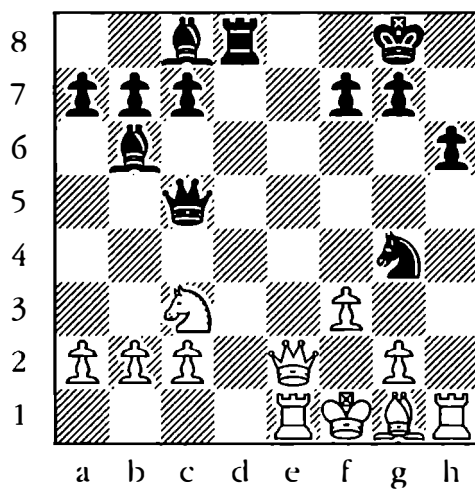
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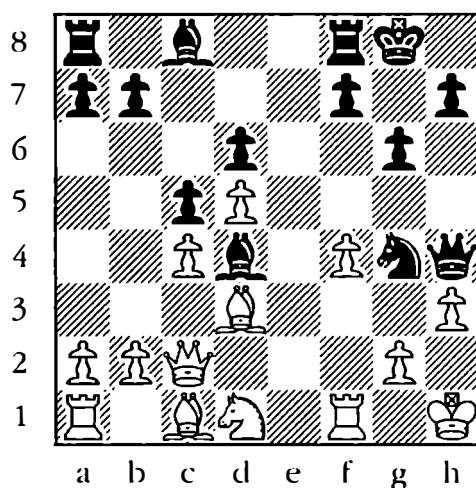
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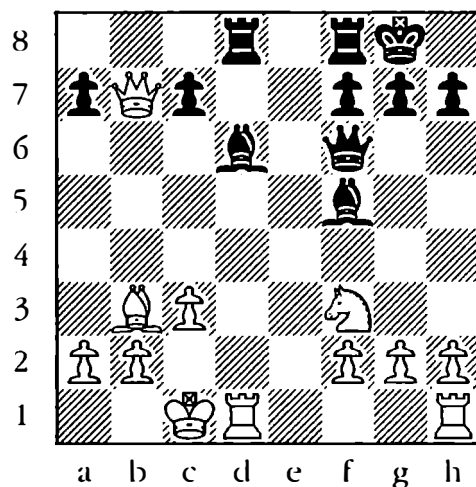
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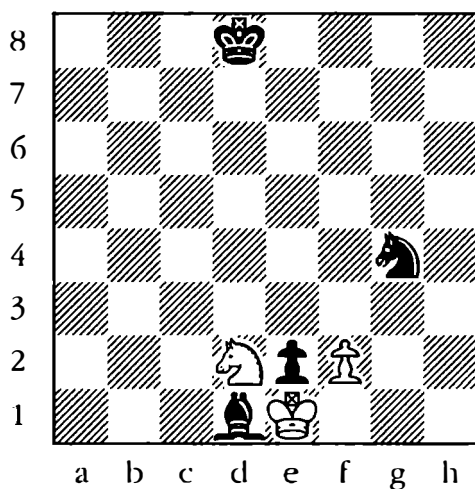
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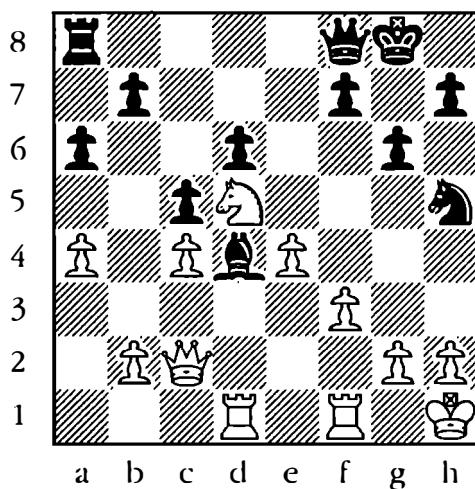
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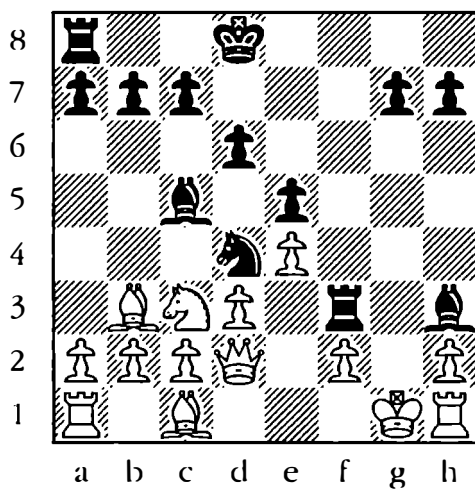
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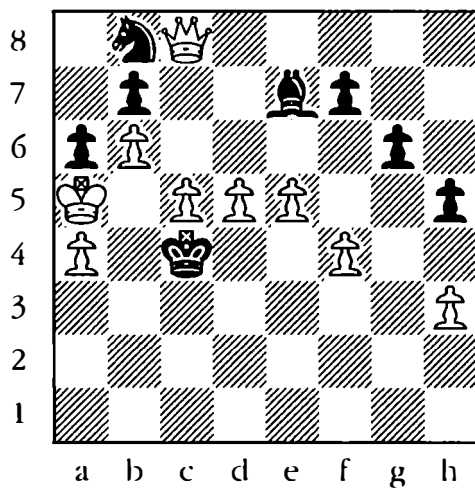
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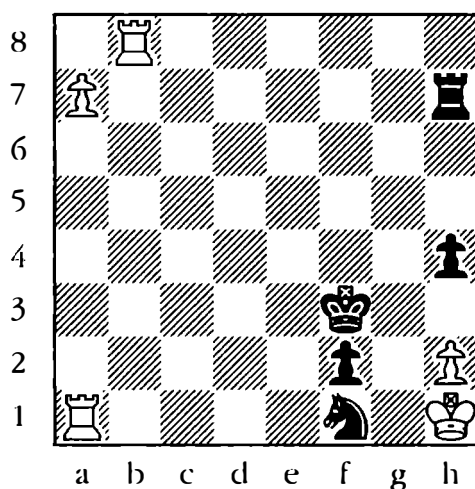
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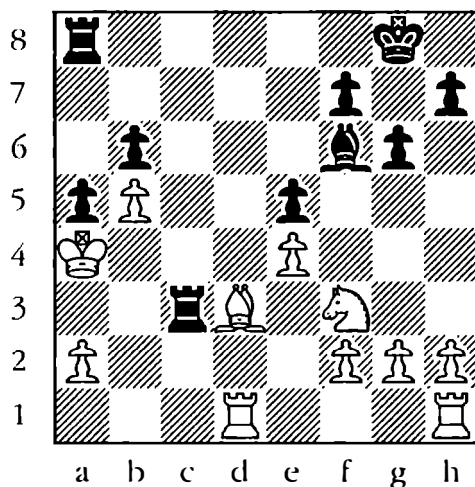
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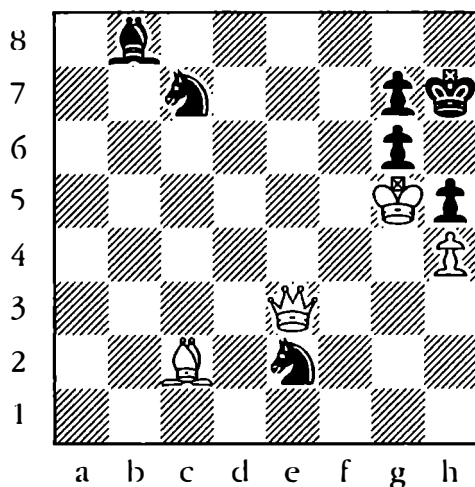
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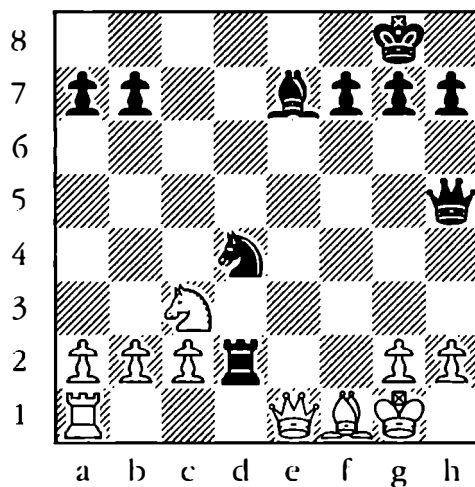
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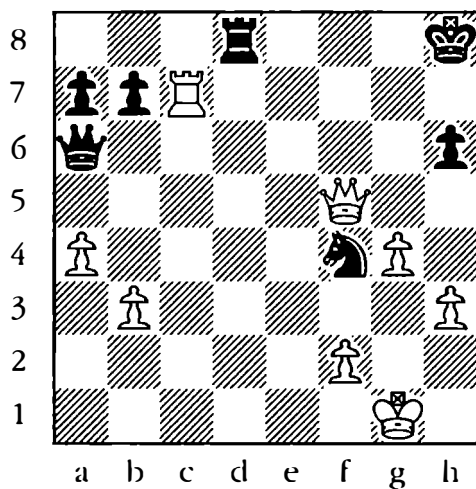
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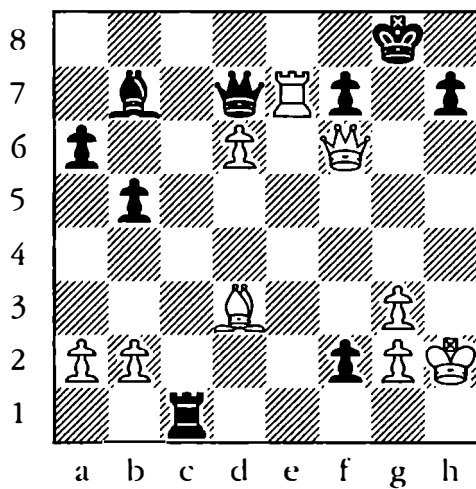
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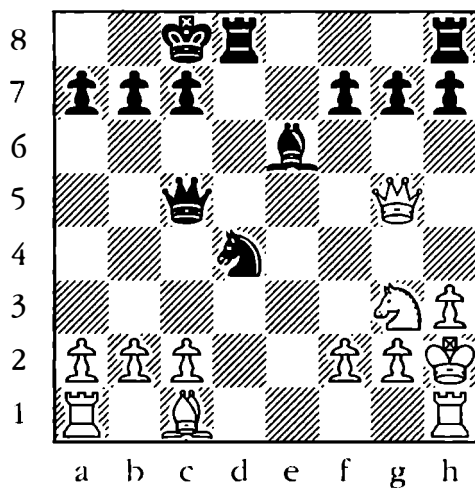
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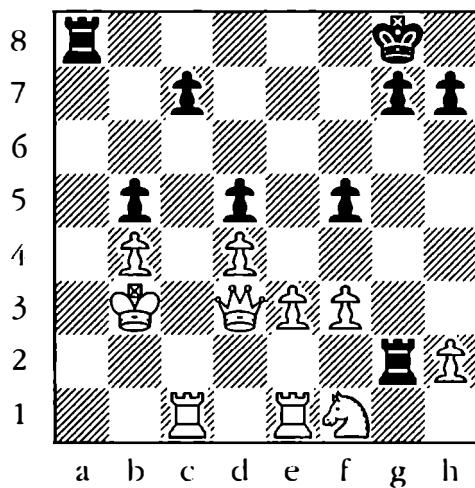
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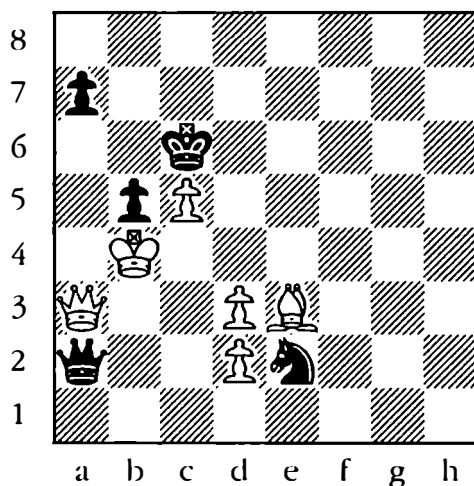
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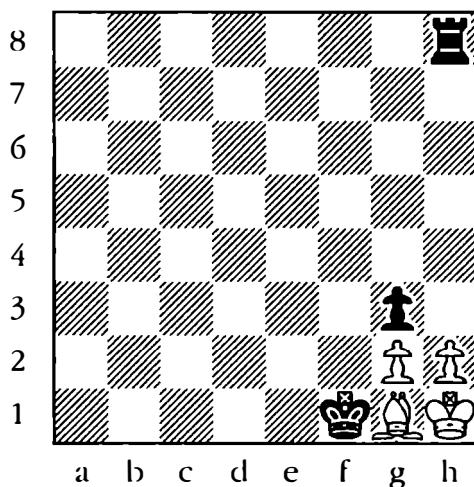
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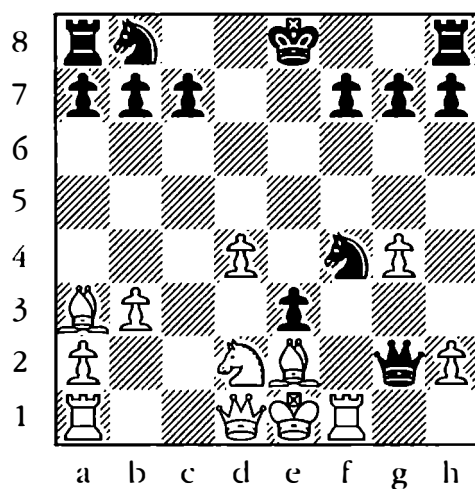
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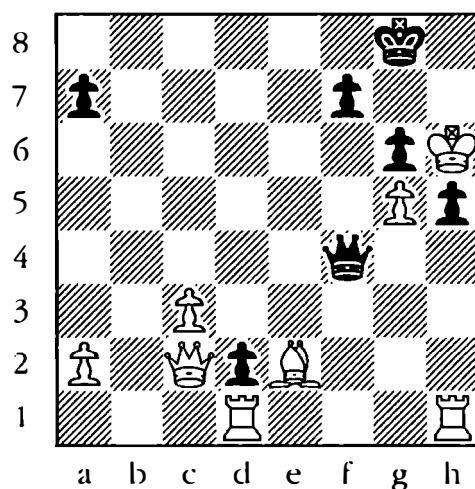
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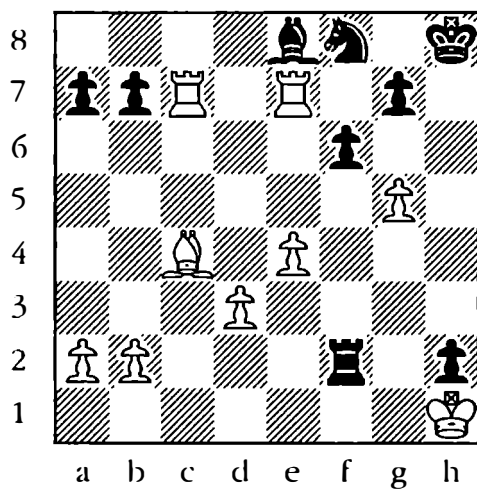
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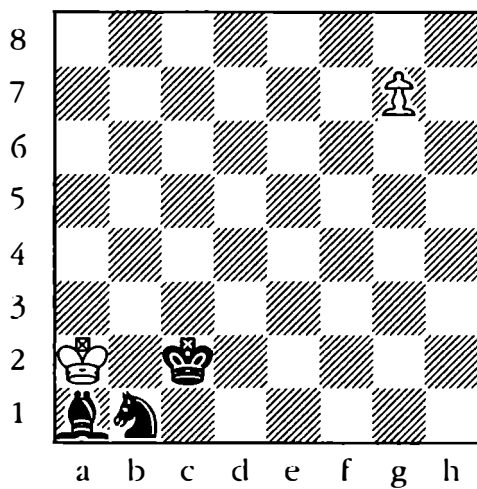
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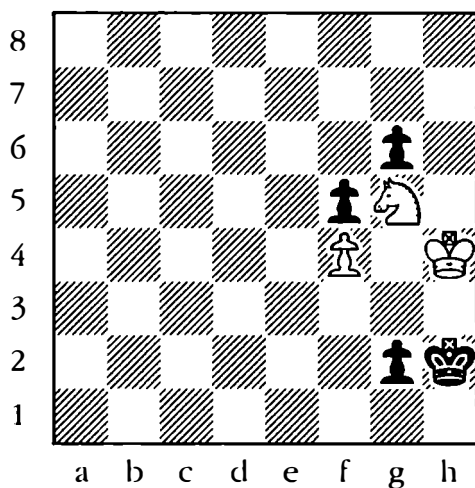
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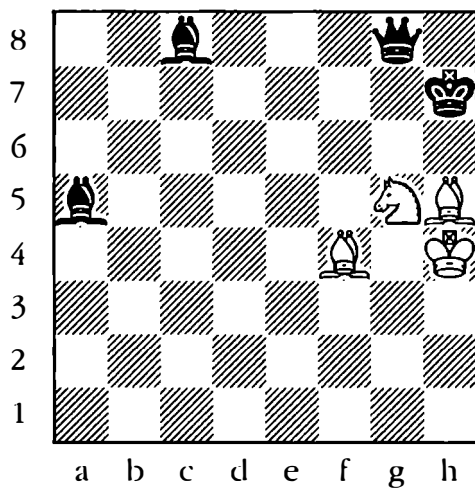
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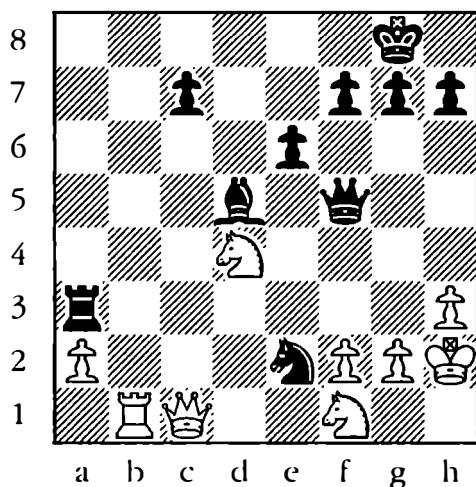
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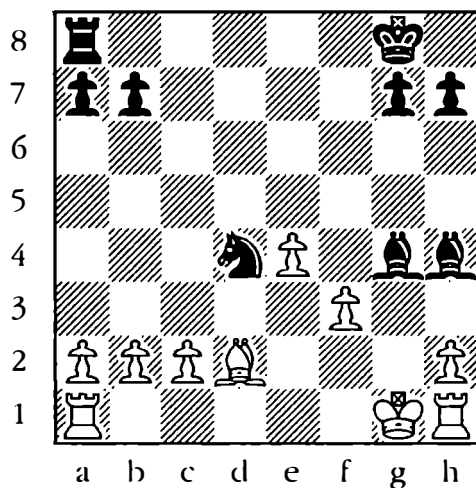
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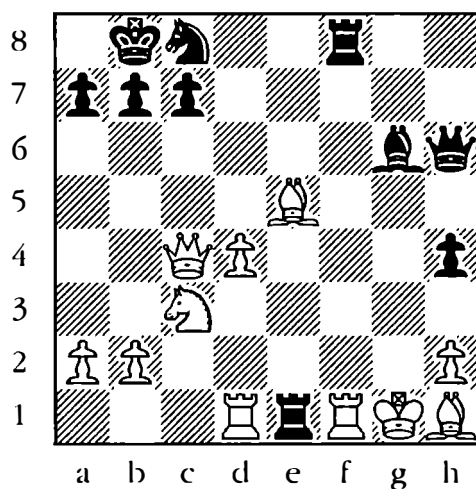
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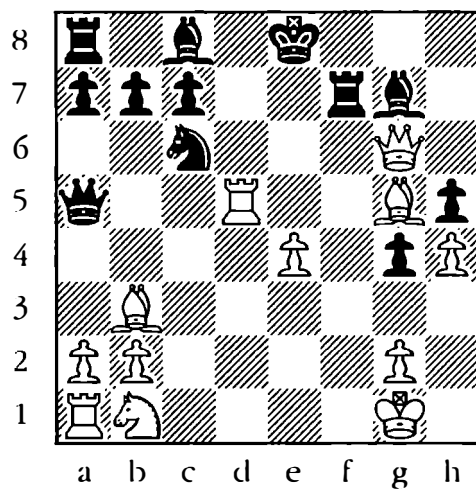
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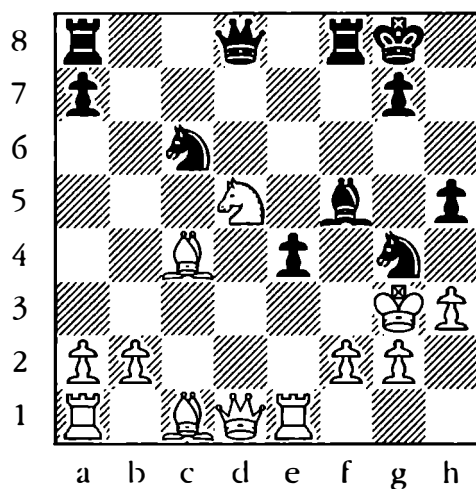
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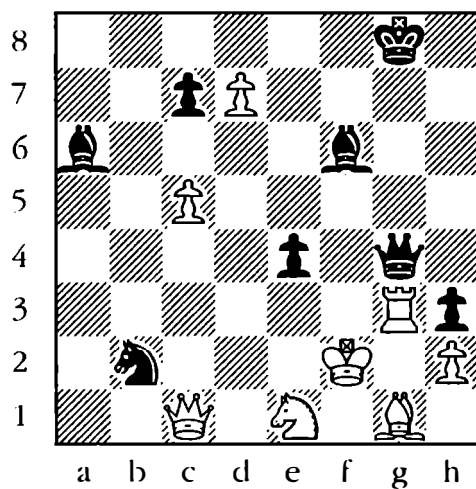
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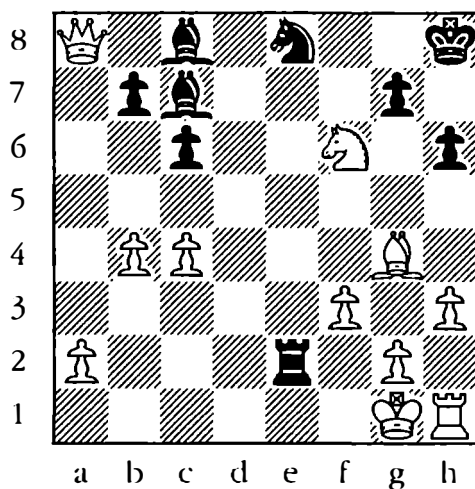
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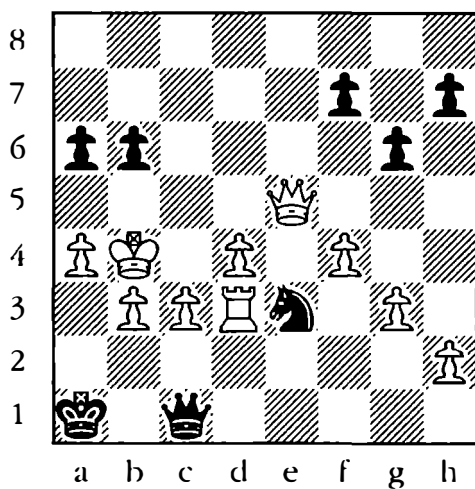
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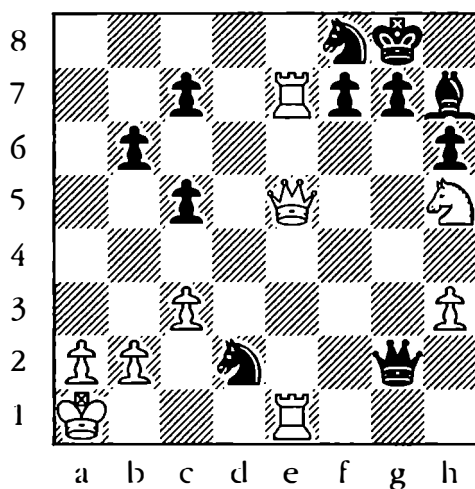
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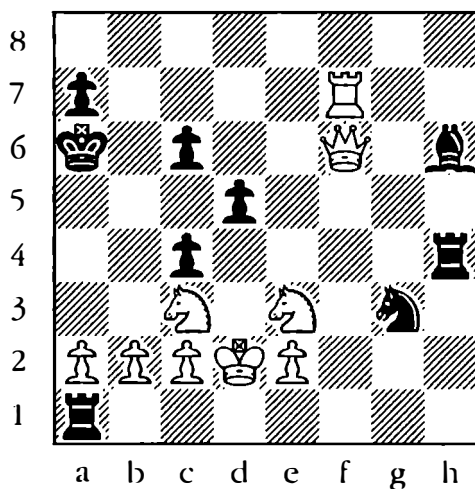
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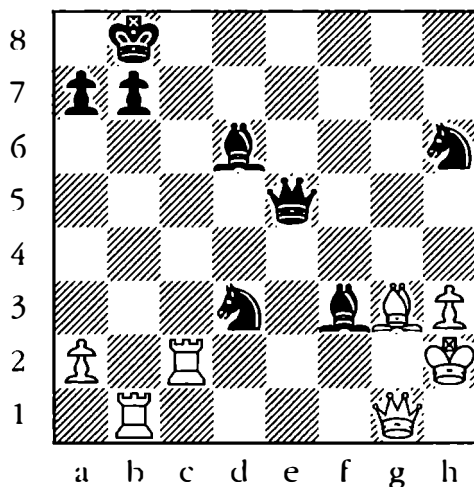
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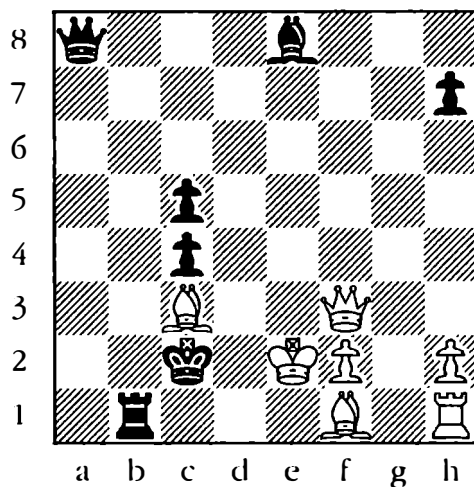
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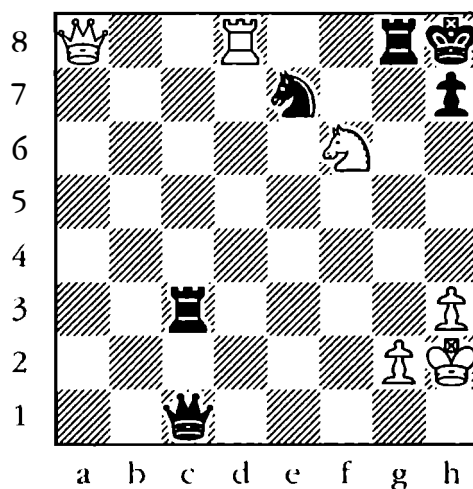
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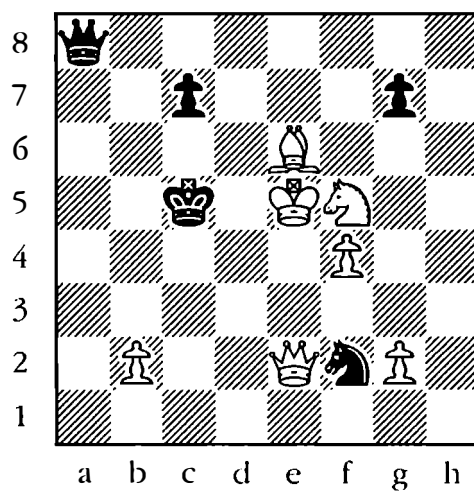
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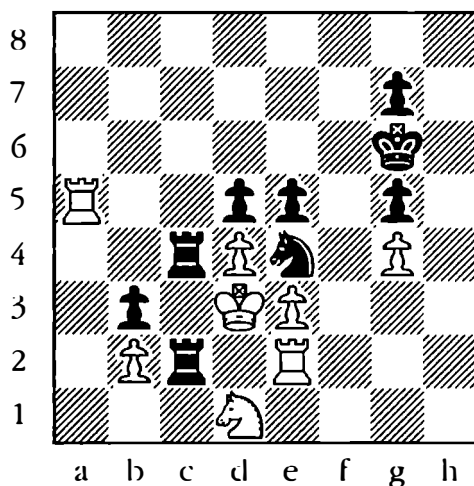
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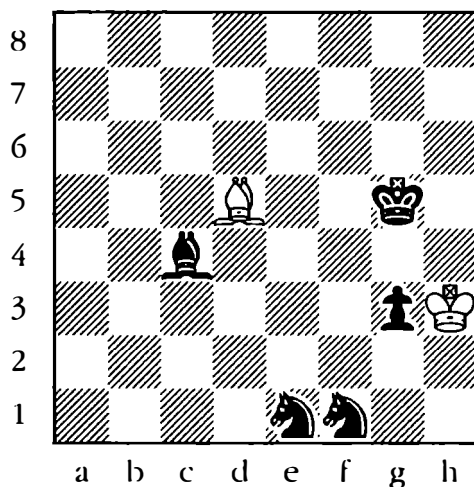
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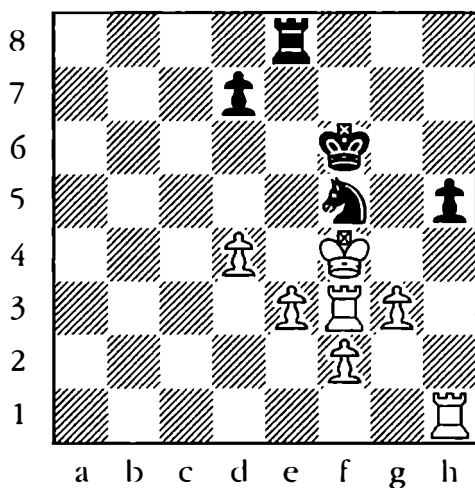
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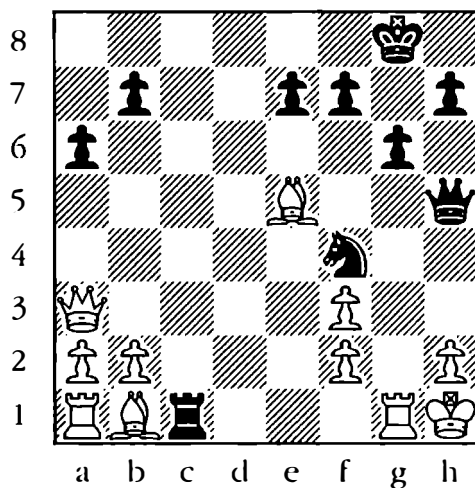
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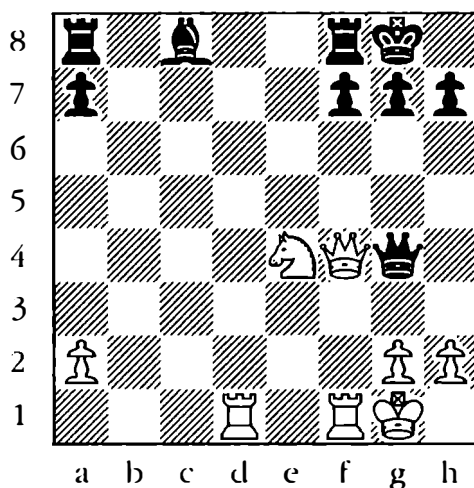


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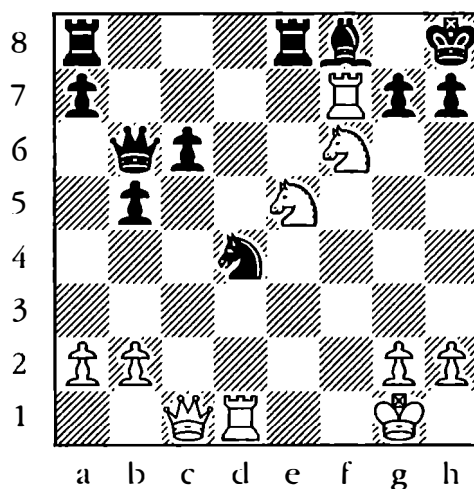


Chapter Three: *White Mates in Three Moves*

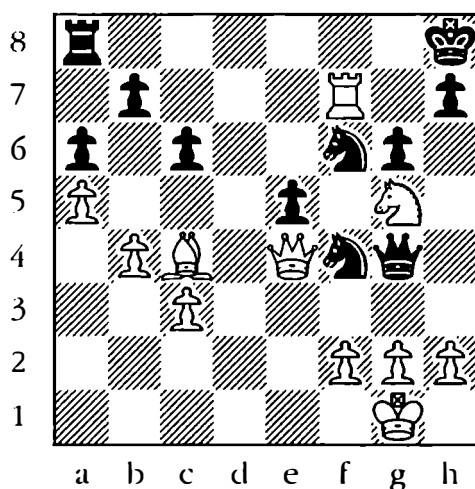
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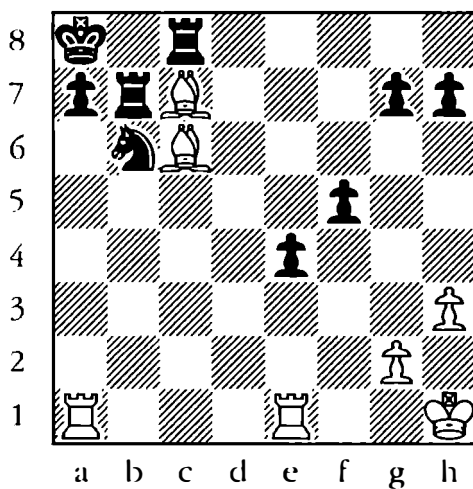
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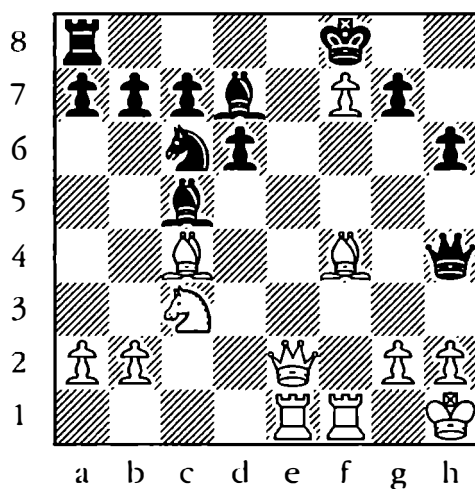
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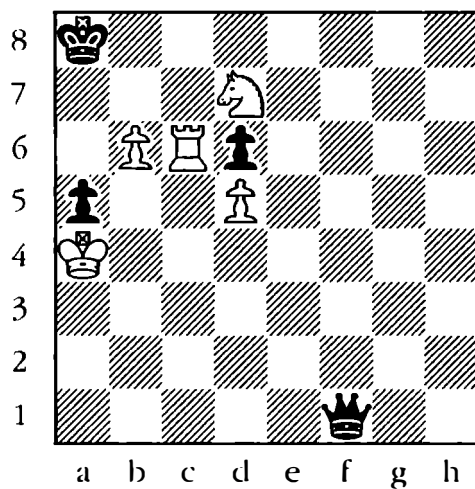
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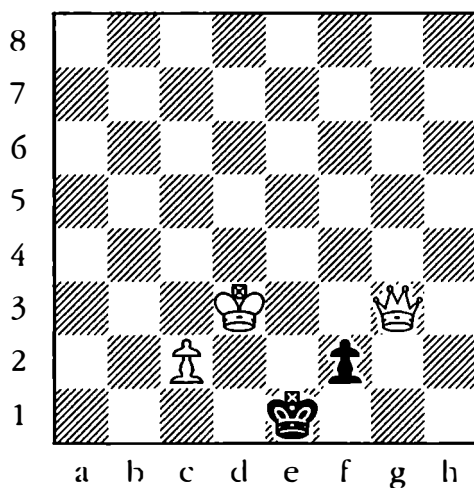
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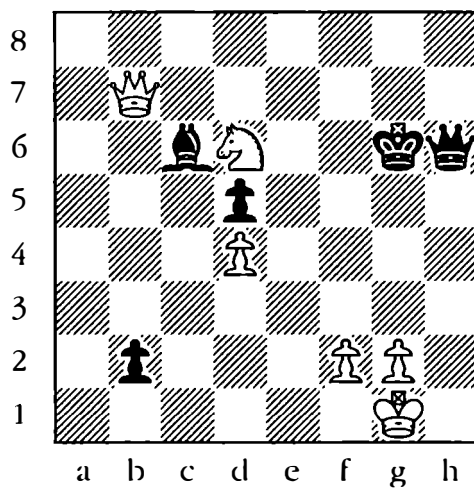
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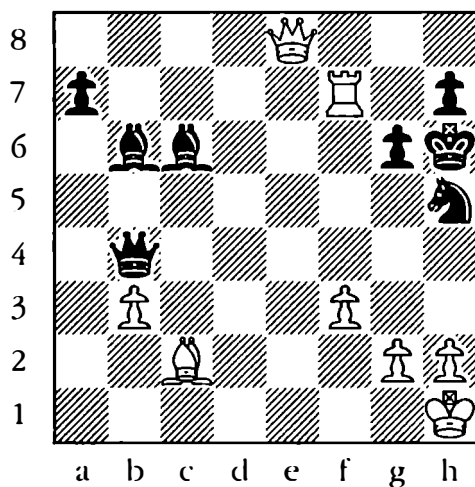
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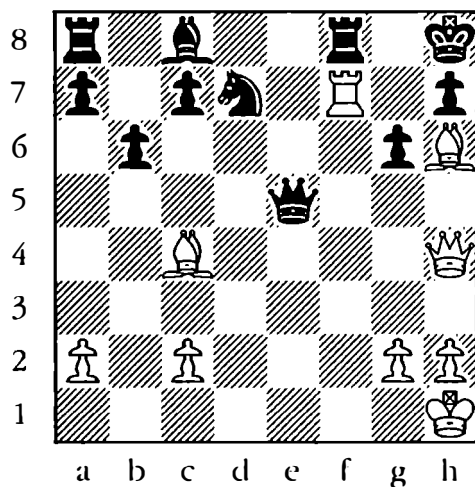
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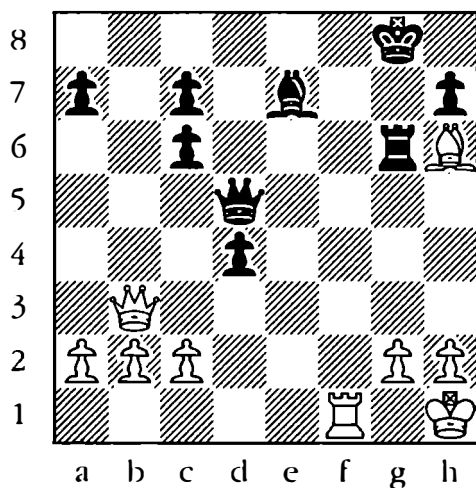
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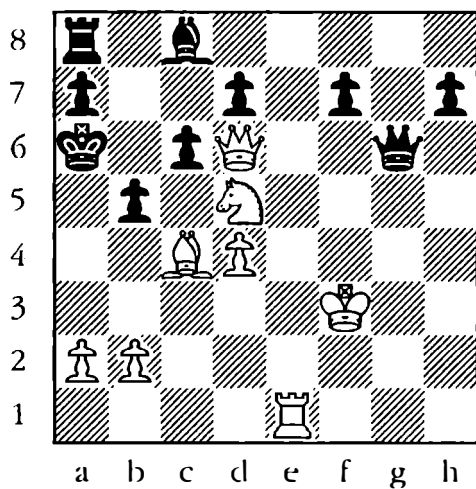
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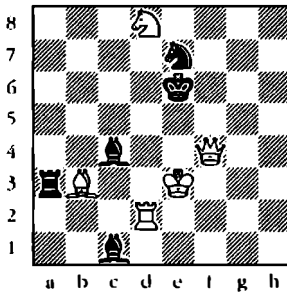
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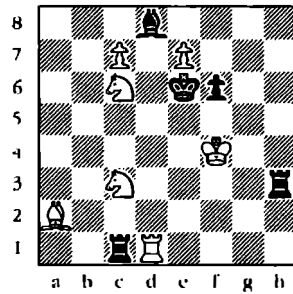
Answer Diagrams

White Mates in One Move

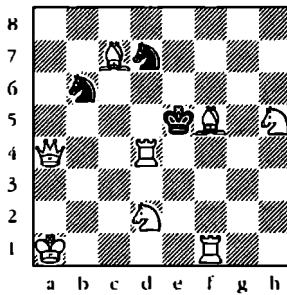
1. Nd8 mate.



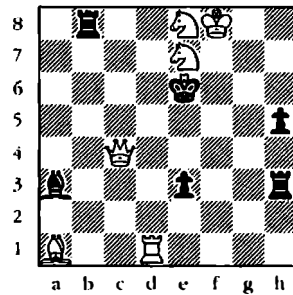
4. Nc3 mate.



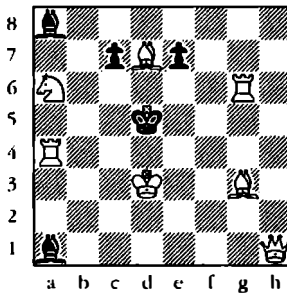
2. Bc7 mate.



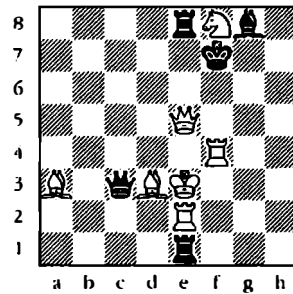
5. Qc4 mate.



3. Qh1 mate.

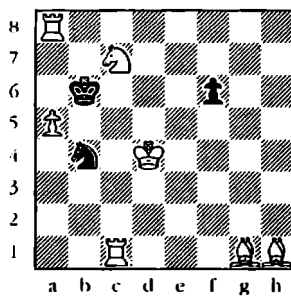


6. Rf4 mate.

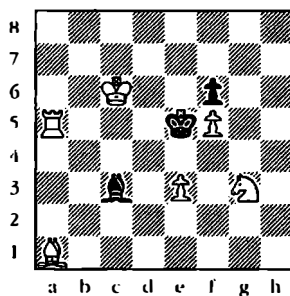


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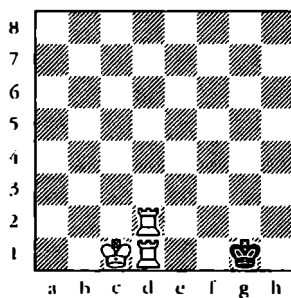
7. ♖5 mate.



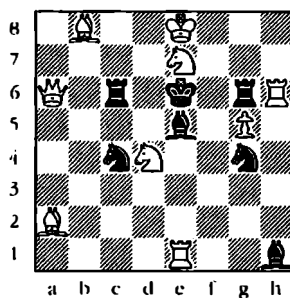
10. Kxc6 mate.



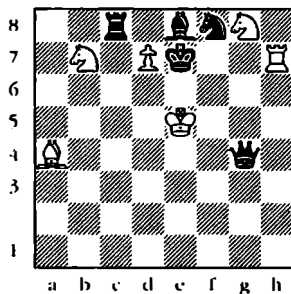
8. 0-0-0 mate.



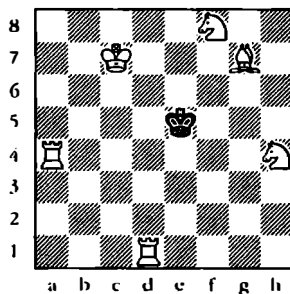
11. Nd4 mate.



9. g8/N mate.

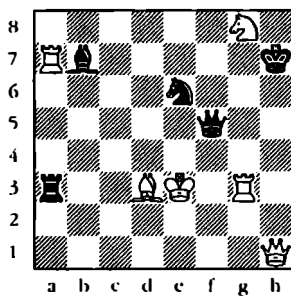


12. Bg7 mate.

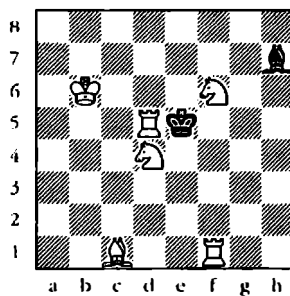


Answer Diagrams

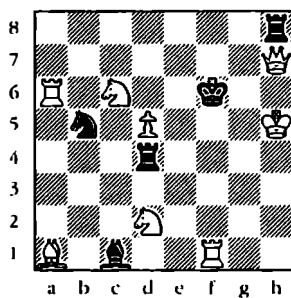
13. Qh1 mate.



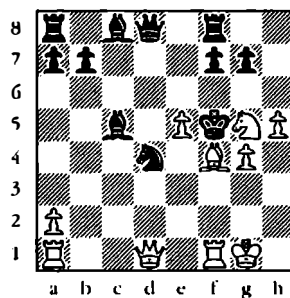
16. Rd5 mate.



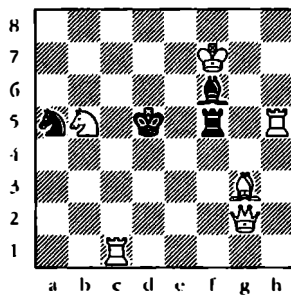
14. Nd2 mate.



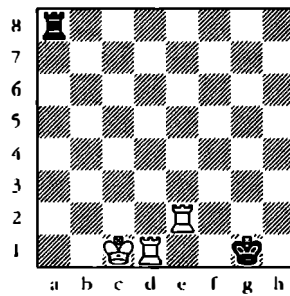
17. g4 mate.



15. Qg2 mate.

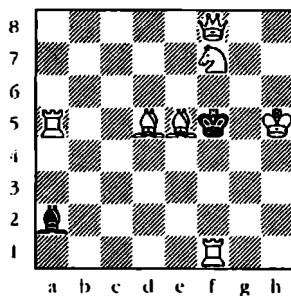


18. 0-0-0 mate.

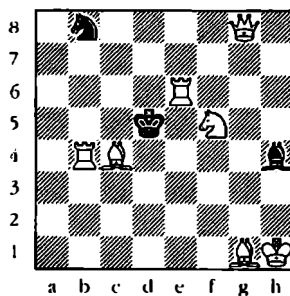


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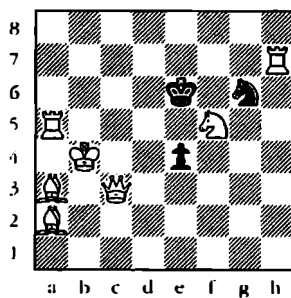
19. Bd5 mate.



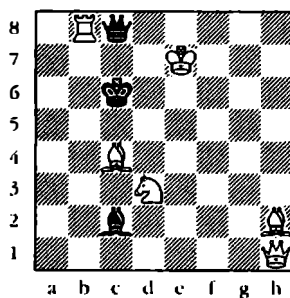
22. Bc4 mate.



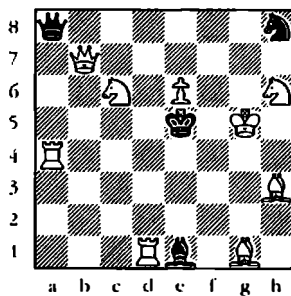
20. Kb4 mate.



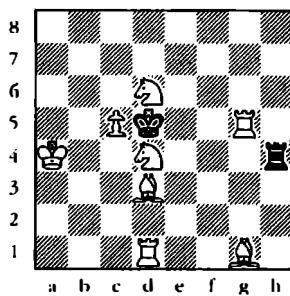
23. Qh1 mate.



21. Nc6 mate.

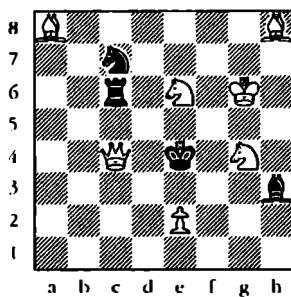


24. Nd4 mate.

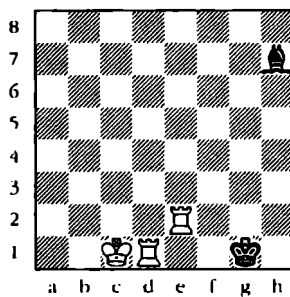


Answer Diagrams

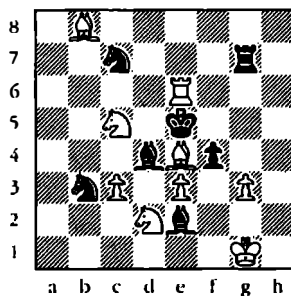
25. Qc4 mate.



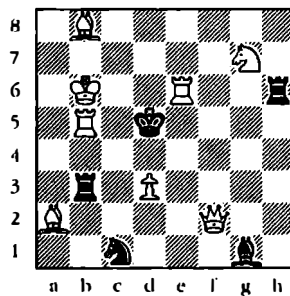
28. 0-0-0 mate.



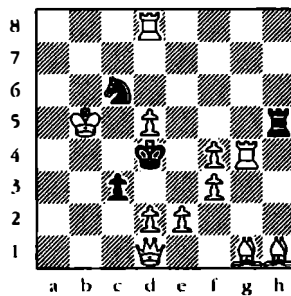
26. Re6 mate.



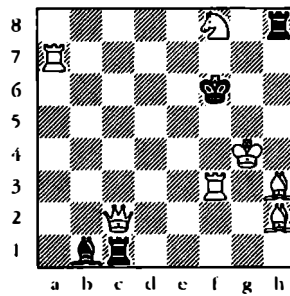
29. Rb5 mate.



27. f3 mate.

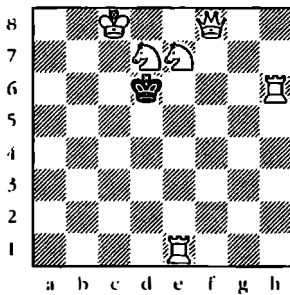


30. Kg4 mate.

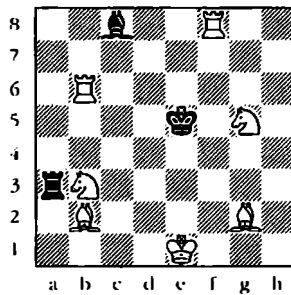


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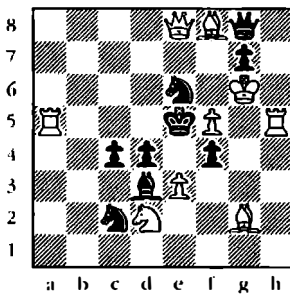
31. Nd7 mate.



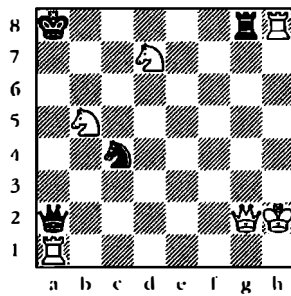
34. Nb3 mate.



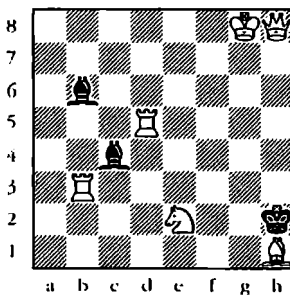
32. Bxf8 mate.



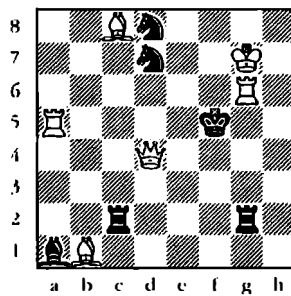
35. Qg2 mate.



33. Qh8 mate.

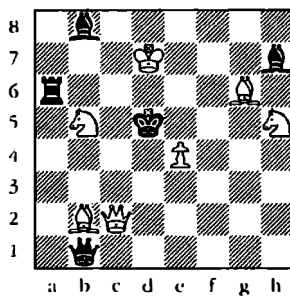


36. Ra5 mate.

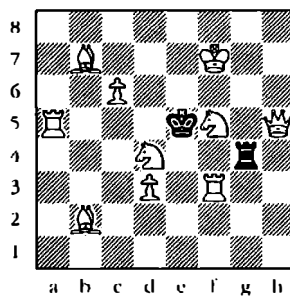


Answer Diagrams

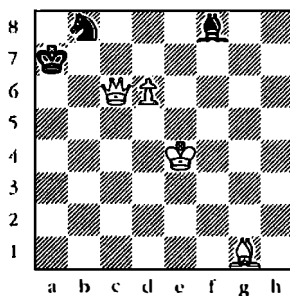
37. e4 mate.



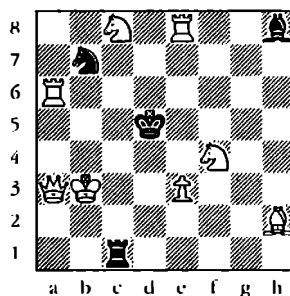
40. c6 mate.



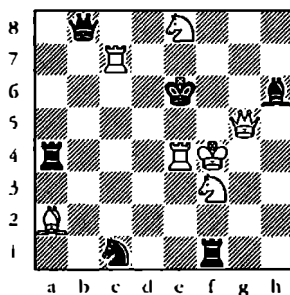
38. cxd6 e.p. mate.



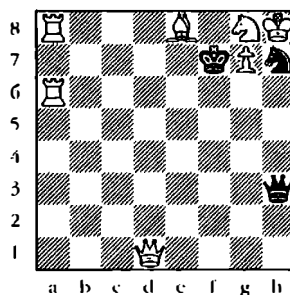
41. Nf4 mate.



39. Re4 mate.

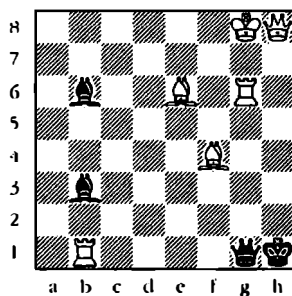


42. Be8 mate.

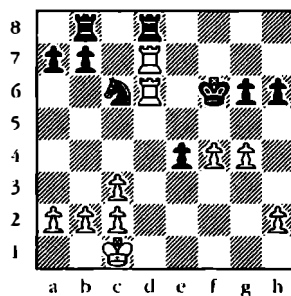


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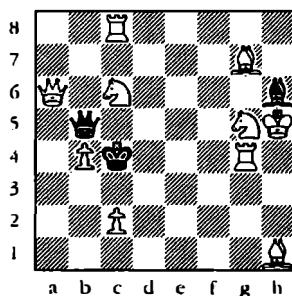
43. Qh8 mate.



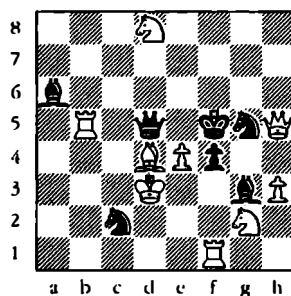
46. R1d6 mate.



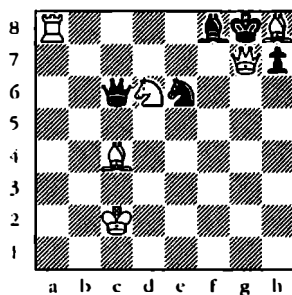
44. Ng5 mate.



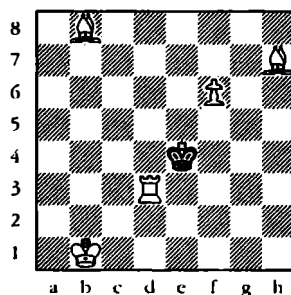
47. e4 mate.



45. Qg7 mate.

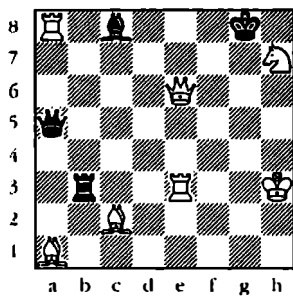


48. exf6 e.p. mate.

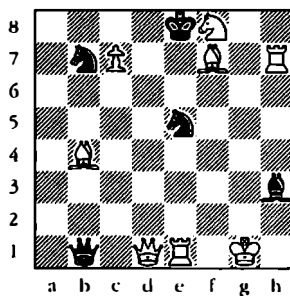


Answer Diagrams

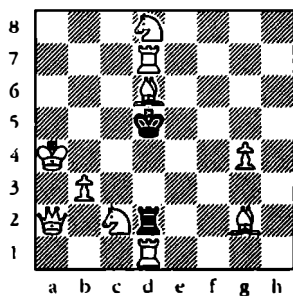
49. Qe6 mate.



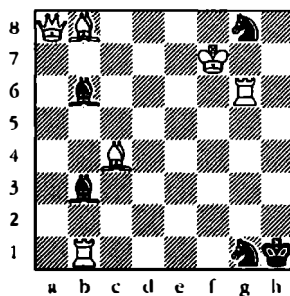
52. Bf7 mate.



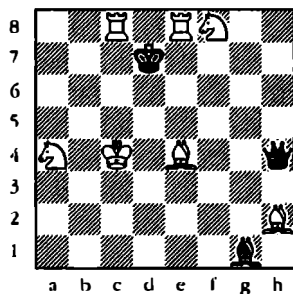
50. fxg4 mate.



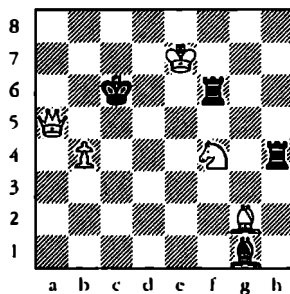
53. Qa8 mate.



51. Nf8 mate.

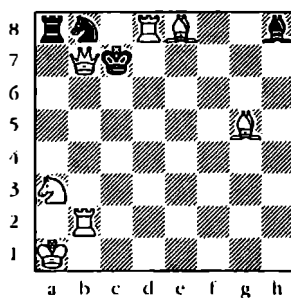


54. Nf4 mate.

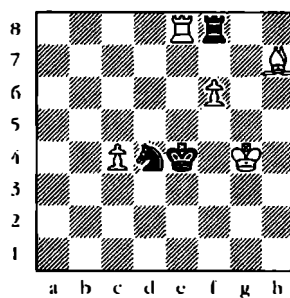


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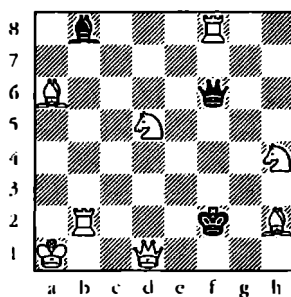
55. Qb7 mate.



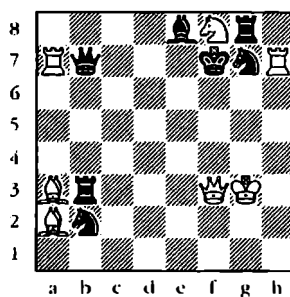
58. exf6 e.p. mate.



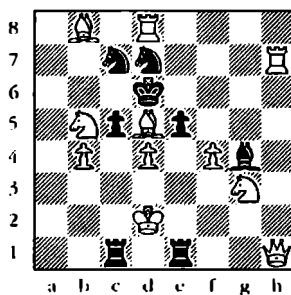
56. Rb2 mate.



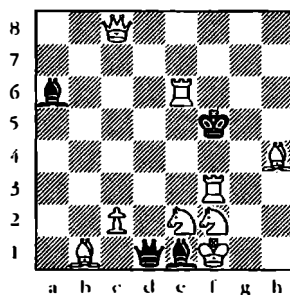
59. Qf3 mate.



57. Nb5 mate.

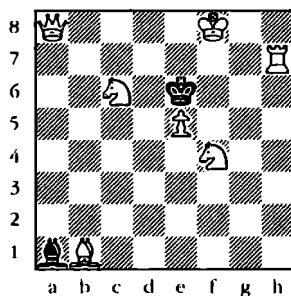


60. Ne2 mate.

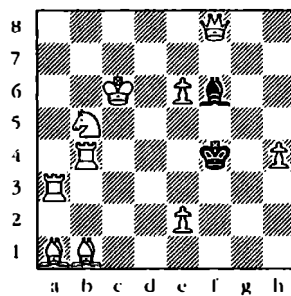


Answer Diagrams

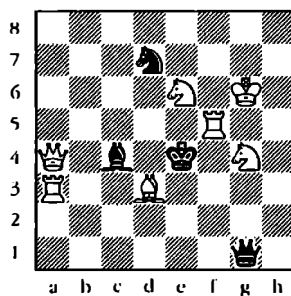
61. Nf4 mate.



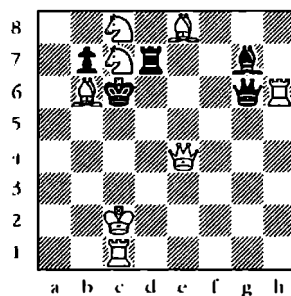
64. Nb5 mate.



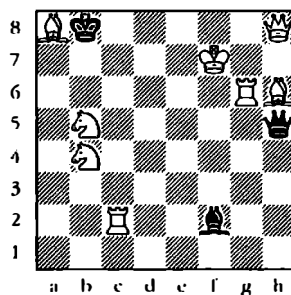
62. Bd3 mate.



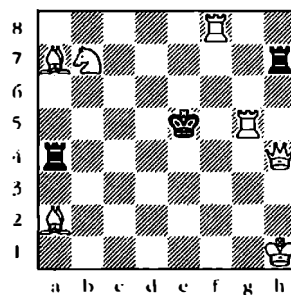
65. Qe4 mate.



63. Qh8 mate.

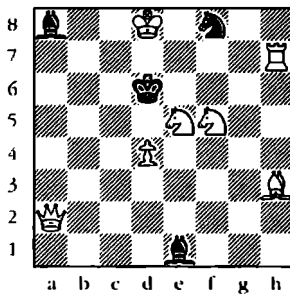


66. Rg5 mate.

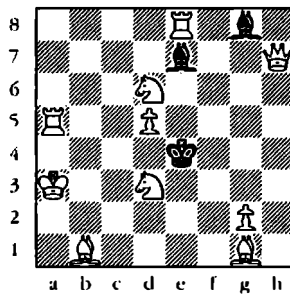


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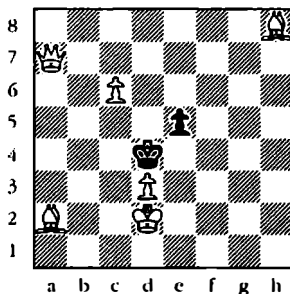
67. Nf5 mate.



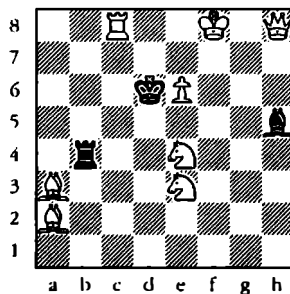
70. Nd6 mate.



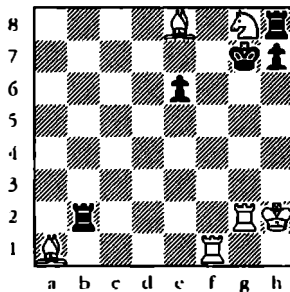
68. dxc6 e.p. mate. The bishop on h8 means the e5-pawn has been in place one full turn.



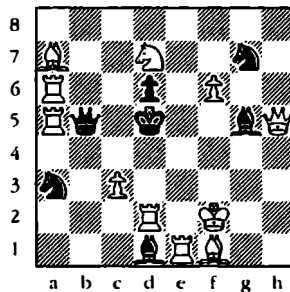
71. Ne4 mate.



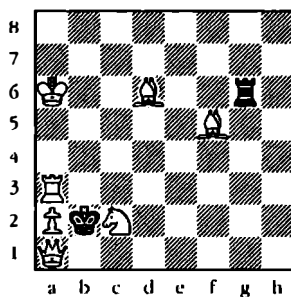
69. Rg2 mate.



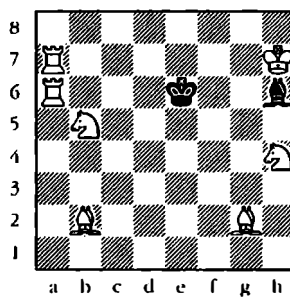
72. Ba7 mate.



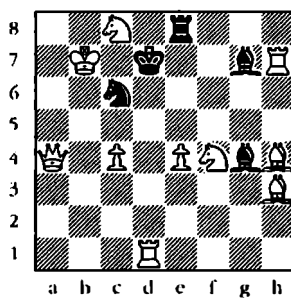
73. Qa1 mate.



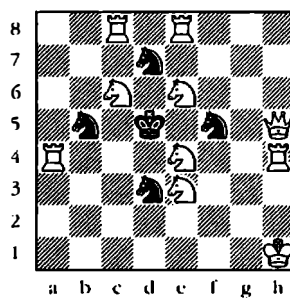
76. R1a6 mate.



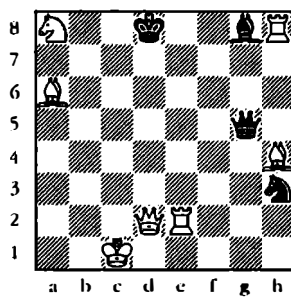
74. Nxc8 mate.



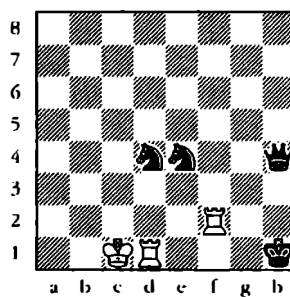
77. Ne3 mate.



75. Qd2 mate.

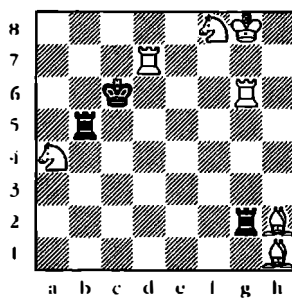


78. 0-0-0 mate.

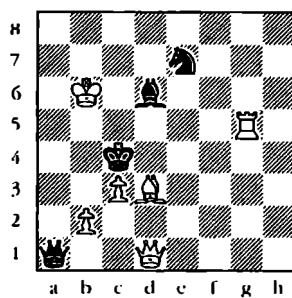


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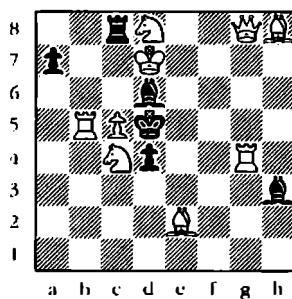
79. Rg6 mate.



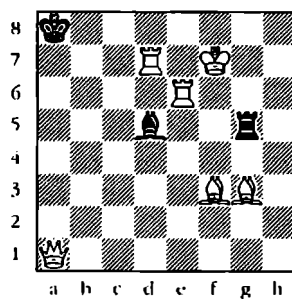
82. Bd3 mate.



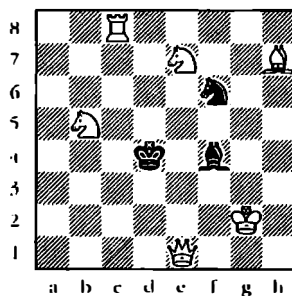
80. Nd8 mate.



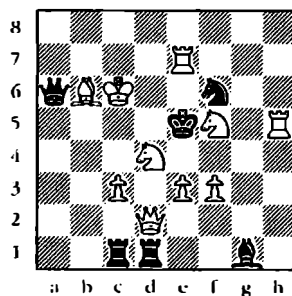
83. Qa1 mate.



81. Nb5 mate.

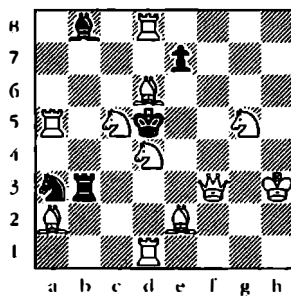


84. Nxd4 mate.

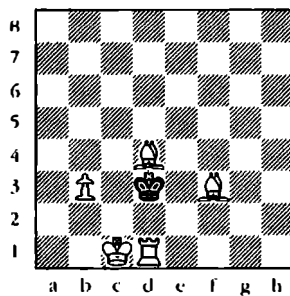


Answer Diagrams

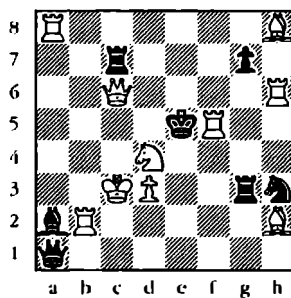
85. Qf3 mate.



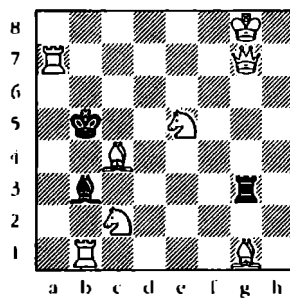
88. 0-0-0 mate.



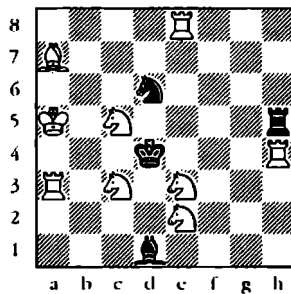
86. Rf5 mate.



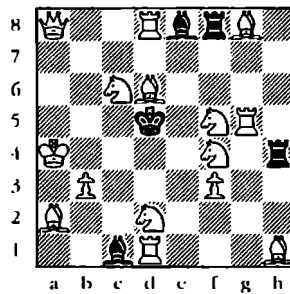
89. Bc4 mate.



87. Nfe2 mate.

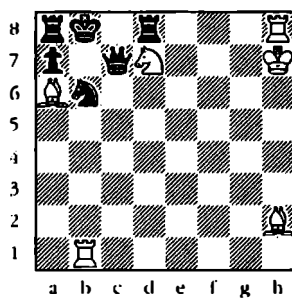


90. Nf4 mate.

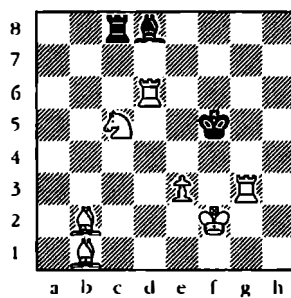


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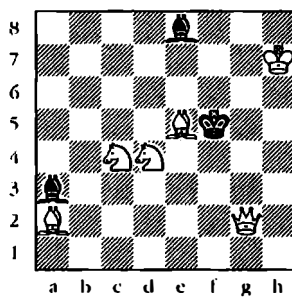
91. Nd7 mate.



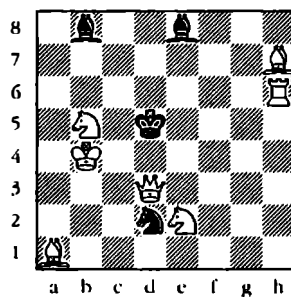
94. Nc5 mate.



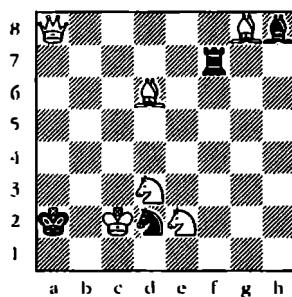
92. Nd4 mate.



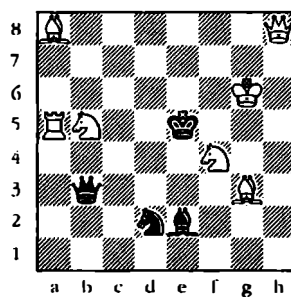
95. Qd3 mate.



93. Qa8 mate.

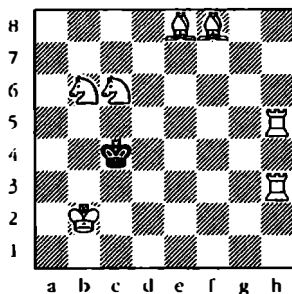


96. Qh8 mate.

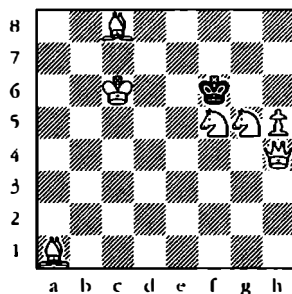


Answer Diagrams

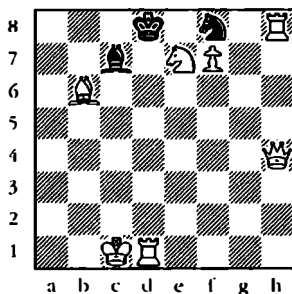
97. Nb6 mate.



100. Nf5 mate.

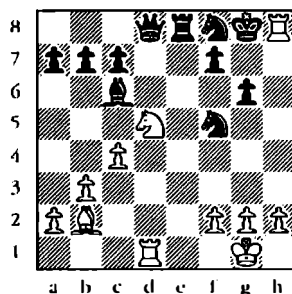


98. Rd1 mate. From our dirty tricks dept. A position in mid-move. Just complete castling.

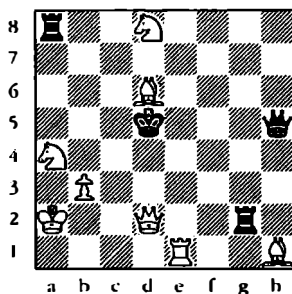


Answer Diagrams
White Mates in Two Moves

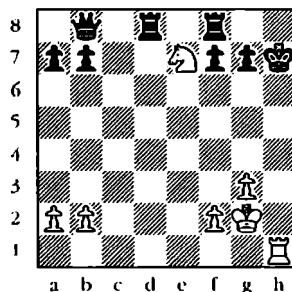
101. 1.Qh8+ Bxh8 2.Rxh8#.



99. Qd2 mate.

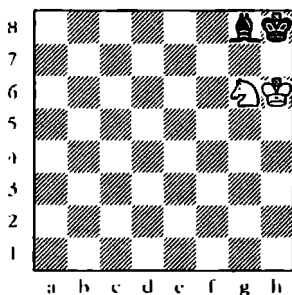


102. 1.Qxh7+ Kxh7 2.Rh1#

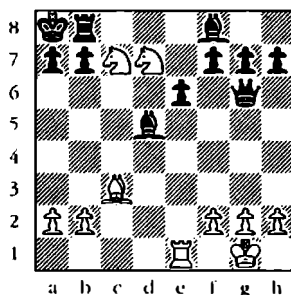


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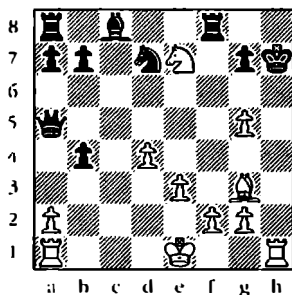
103. 1.g6 (threat 2.g7#) 1...hxg6 2.Nxg6 mate.



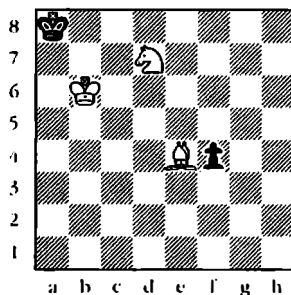
106. 1.Qxb8+ Rxb8 2.Nc7 mate.



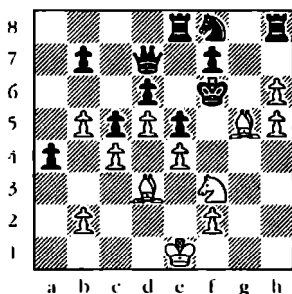
104. 1.Qxh7+ Kxh7 2.hxg5 mate.



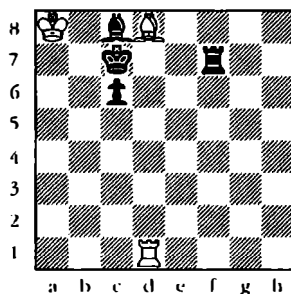
107. 1.Kb6 f4 2.Bxe4 mate.



105. 1.Qxf6+ Kxf6 2.Bg5 mate.

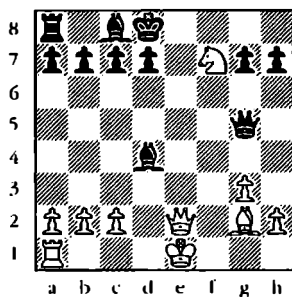


108. 1.Bg5+ Kc7 2.Bd8# If 1...Ke8 2.Rd8 mate.

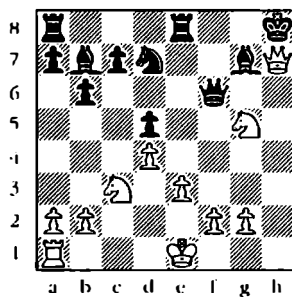


Answer Diagrams

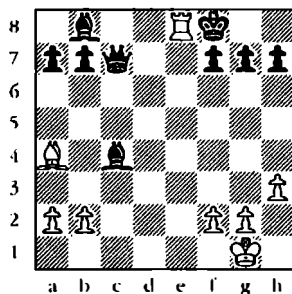
109. 1.Bg5+ Qxg5 2.Nxf7 mate. White gets Nf7 mate in any event.



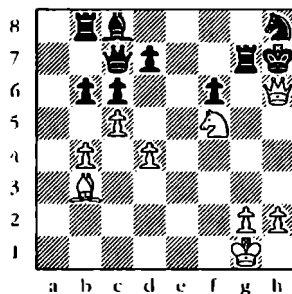
112. 1.Rh8+ Kxh8 2.Qh7 mate.



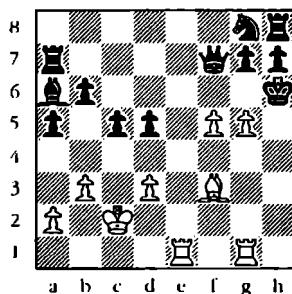
110. 1.Qxf8+ Kxf8 2. Re8 mate.



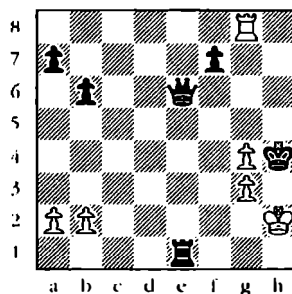
113. 1.Rxg7+ Rxg7 2.Qxh6 mate.



111. 1. Nf7+ Qxf7 2.hxg5 mate.

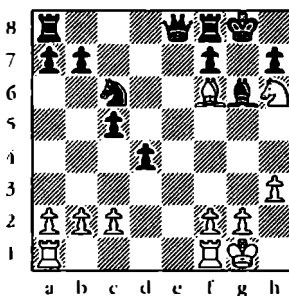


114. 1.Qe1+ Rxe1 2.g3 mate.

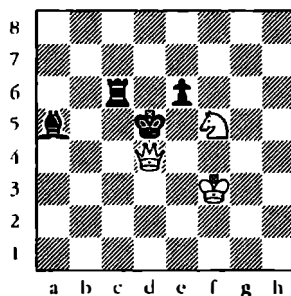


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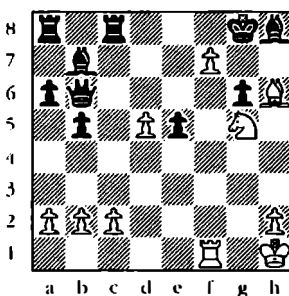
115. 1.Qh6 gxh6 (else 2.Qxg7 mate)
2.Nxh6 mate.



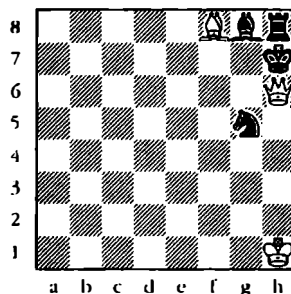
118. 1.Ra5+ Bxa5 (or 1...Rc5 2.Qe4
mate) 2.Qd4 mate.



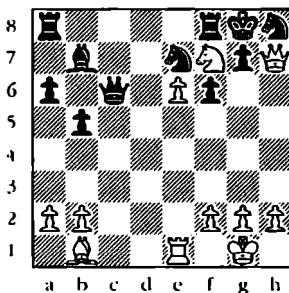
116. 1.Qxg6+ fxg6 (or 1...Bg7 2.Qxg7
mate) 2.f7 mate.



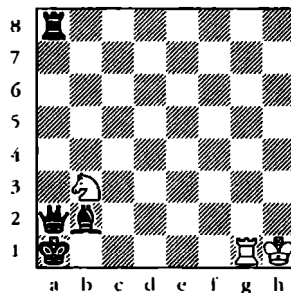
119. 1.Bf8 Ng5 (or any) 2.Qh6 mate.



117. 1.Rh8+ Nxh8 2.Qh7 mate.

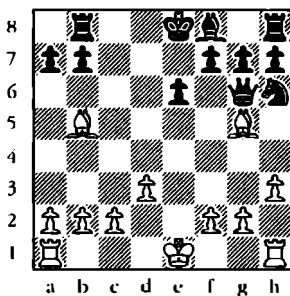


120. 1.Qa2+ Q[R]xa2 2.Nb3 mate.

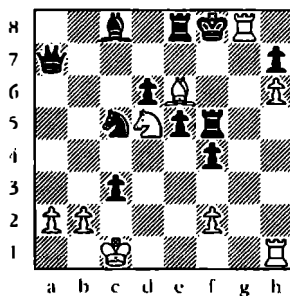


Answer Diagrams

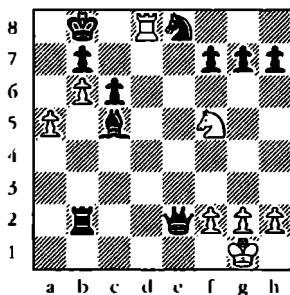
121. 1.Qxb8+ Rxb8 2.Bxb5 mate.



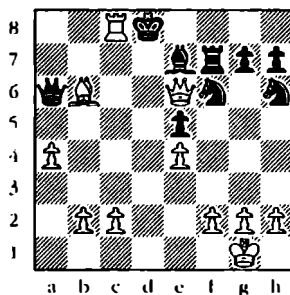
124. 1.Qf5+ Rxf5 (1...Qf7 2.Qxf7 mate) 2.Rg8 mate.



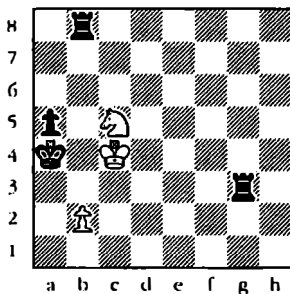
122. 1.Qb8+ Kxb8 2.Rd8 mate.



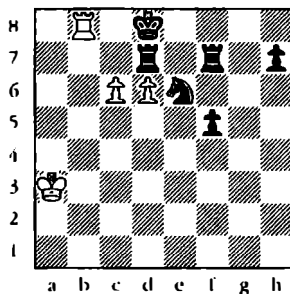
125. 1.Rd8+ Kxd8 2.Rc8 mate.



123. 1.Ra5+ bxa5 2.Nc5 mate.

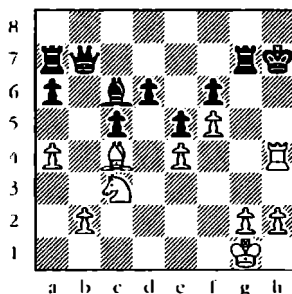


126. 1.d6 Rxd7 2.Rb8 mate.

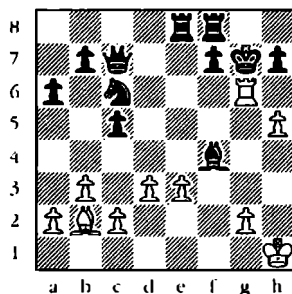


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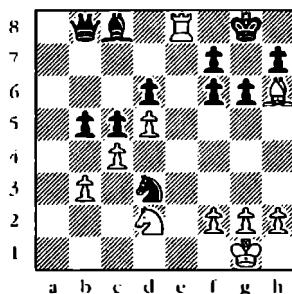
127. 1.Rxh7+ Kxh7 (or 1...Rxh7 2.Rg8 mate) 2.Rh4 mate.



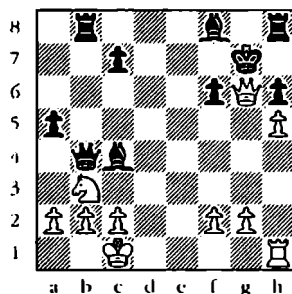
130. 1.Qg7+ Kxg7 2.Rxg6 mate.



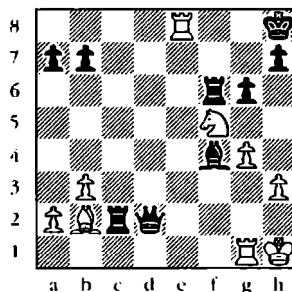
128. 1.Qf6 exf6 (cisc 2.Qg7 mate) 2.Rxe8 mate.



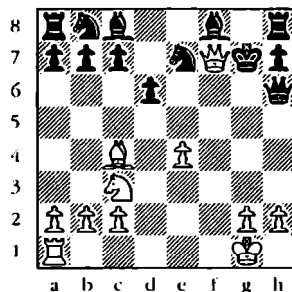
131. 1.Rxg7+ Kxg7 2.Qg6 mate.



129. 1.Qxf6+ Rxf6 (1...Kg8 2.Qg7 mate) 2.Re8 mate.

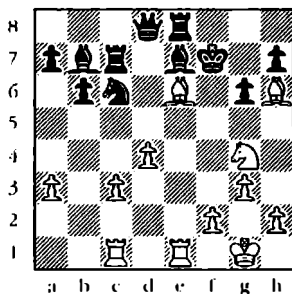


132. 1.Bh6+ Qxh6 2.Qf7 mate.

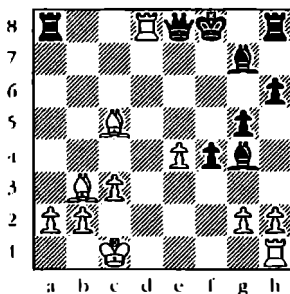


Answer Diagrams

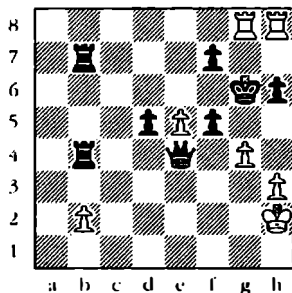
133. 1.Qxf7+ Kxf7 (1...Kh8 2.Q[B]g7 mate) 2.Bxe6 mate.



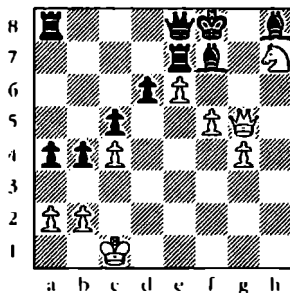
136. 1.Qxe8+ Qxe8 2.Bc5 mate.



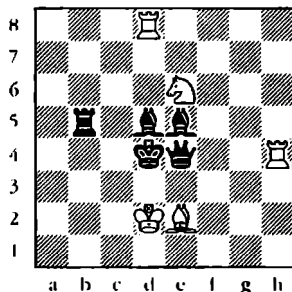
134. 1.Qxh6+ gxh6 2.Rag8 mate.



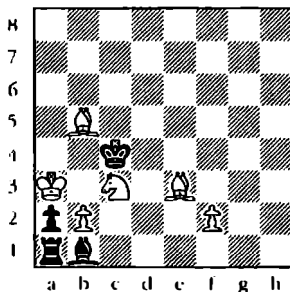
137. 1.Rh8+ Bxh8 (1...Bg8 2.Rxg8 mate) 2.Nh7 mate.



135. 1.Qxd5+ B[Q,R]xd5 2.Ne6 mate.

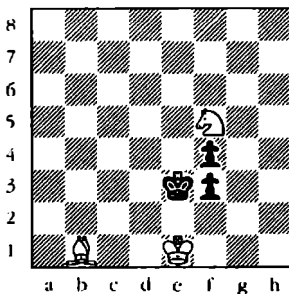


138. 1.Be8 Kc4 (or 1...Bc2) 2.Bb5 mate. If 1...Kc2 2.Bg6 mate.

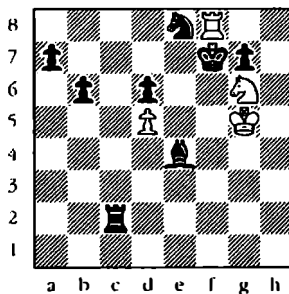


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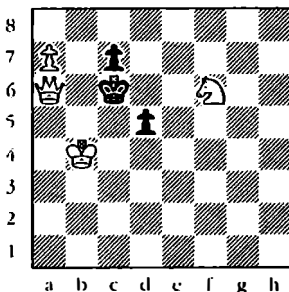
139. 1.Bb1 exf3 2.Nf5 mate.



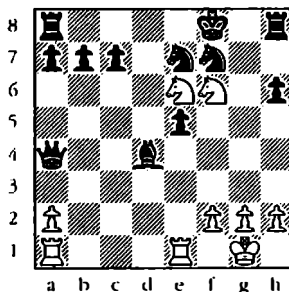
142. 1.Kg5 Bxe4 (or any) 2.Rf8 mate.



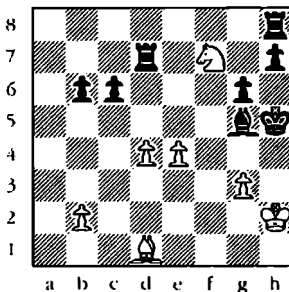
140. 1.Qa6 (a) 1...Bxb6 2.Qa8 mate;
(b) 1...cxb6 2.Qc8 mate; (c) 1...Bb8
2.b7 mate; (d) 1...d5 2.bxa7 mate.



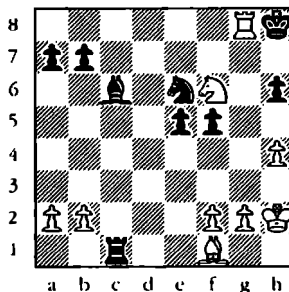
143. 1.Qf7+ Nxf7 2.Ne6 mate.



141. 1.Rxd7 Rxd7 (or any) 2.Bd1 mate.

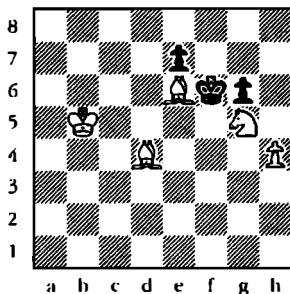


144. 1.Rg6 threat 2.Rxh6# If 1...Ne6
2.Rg8 mate.

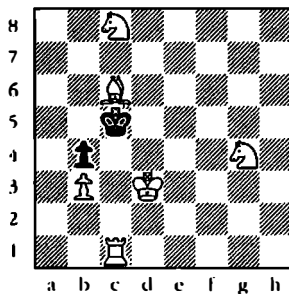


Answer Diagrams

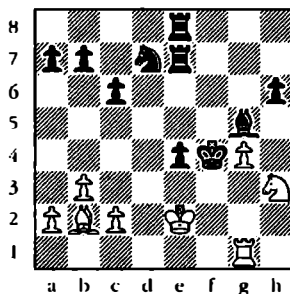
145. 1.Be6 Kf6 2.Bd4 mate. If 1...Kd6 2.Bf4 mate.



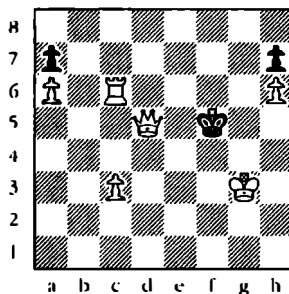
148. 1.Rc1 Kc5 2.Kd3 mate.



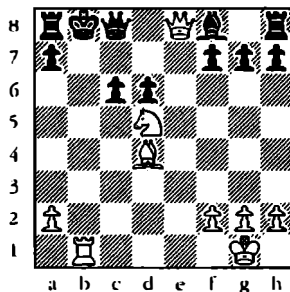
146. 1.Rg1 threatens 2.Bc1 mate. If 1...e4 2.Nh3 mate.



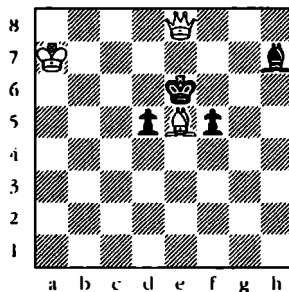
149. 1.Qh1 Kf5 2.Qd5 mate.



147. 1.Rxc6 (threat 2.Q[R]xc8 mate) 1...bxc6 (1...Qxe8 2.Rxe8 mate) 2.Rb1 mate.



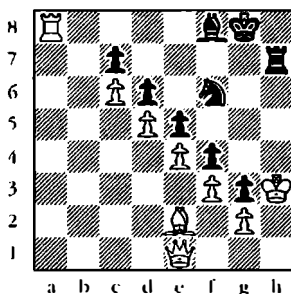
150. 1.Re6 Kxe6 (or any move) 2.Qe8 mate.



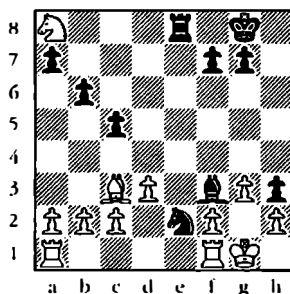
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Answer Diagrams Black Mates in Two Moves

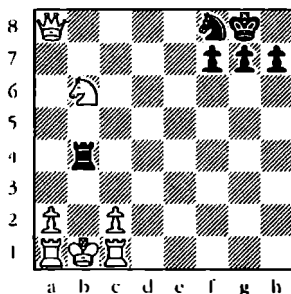
151. 1...Qg3+ 2.Bxg3 hxg3 mate.



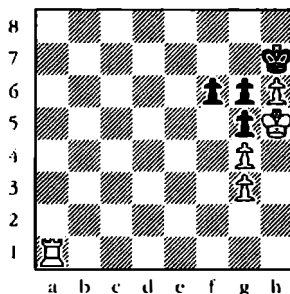
154. 1...Nd4 2.Bc3 (or any move)
2...Ne2 mate.



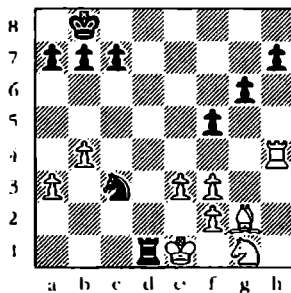
152. 1...Qb6+ 2.Nxb6 Rb4 mate.



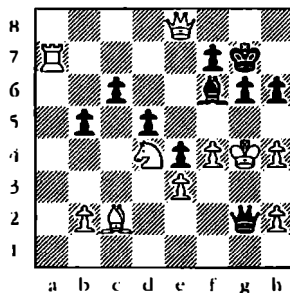
155. 1...Rg6 (threatening 2...Rxh6
mate) 2.fxg6+ fxg6 mate.



153. 1...Nc3 2.Rh4 (or any move)
2...Rd1 mate.

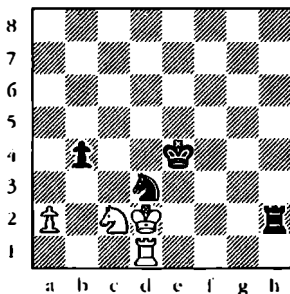


156. 1...Rh4+ 2.gxh4 Qg2 mate.

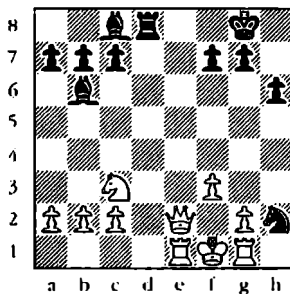


Answer Diagrams

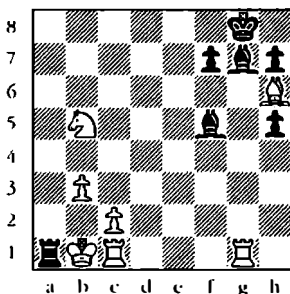
157. 1...Nd3+ 2.Kd2 (or 2.Kb1 Rxd1 mate) 2...Rh2 mate.



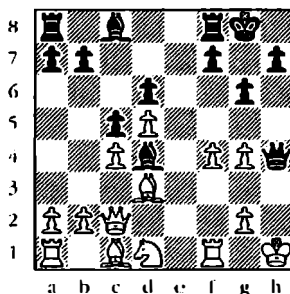
160. 1...Qxg1+ 2.Rxg1 Nh2 mate.



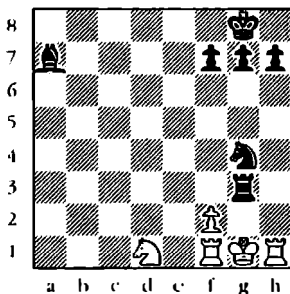
158. 1...Rxb3+ 2.axb3 Ra1 mate.



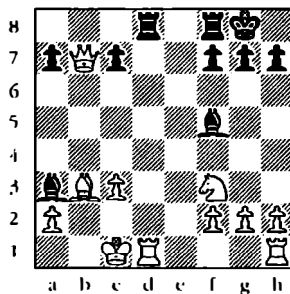
161. 1...Qg3 2.hxg4 (else 2...Qh2 mate) 2...Qh4 mate.



159. 1...Rxc3+ 2.hxc3 Rxc3 mate.

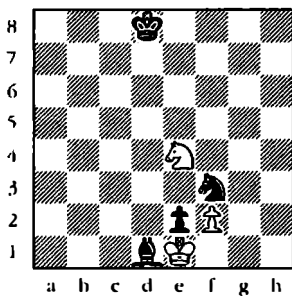


162. 1...Qxc3+ 2.bxc3 Ba3 mate. If 2.Bc2 Qxc2 mate.

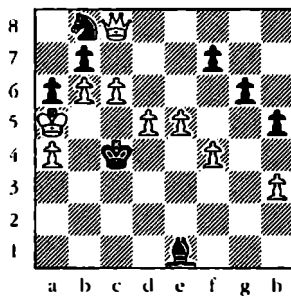


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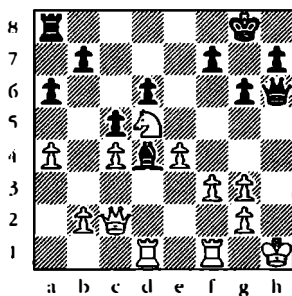
163. 1...Ne5 (threat 2...Nd3#) 2.Ne4 (or any N-move) 2...Nf3 mate.



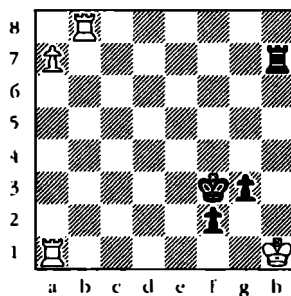
166. 1...Bh4 2.c6 (or any move) 2...Be1 mate.



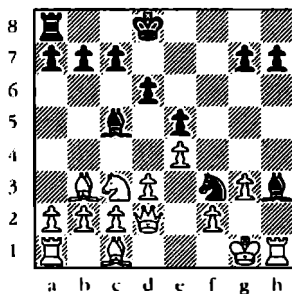
164. 1...Ng3+ 2.hxg3 Qh6 mate.



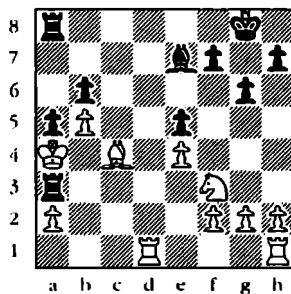
167. 1...Ng3+ 2.hxg3 hxg3 mate.



165. 1...Rg3+ 2.hxg3 Nf3 mate.

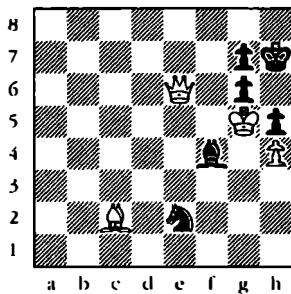


168. 1...Be7 2.Bc4 (or any move) 2...Ra3 mate.

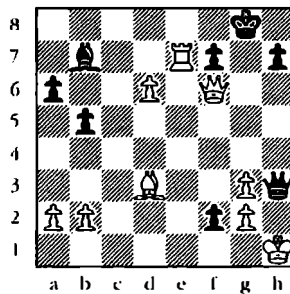


Answer Diagrams

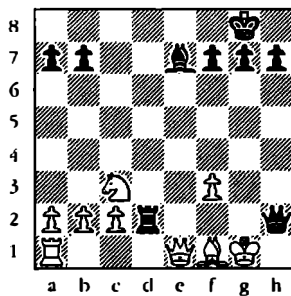
169. 1...Ne6+ 2.Qxe6 Bf4 mate.



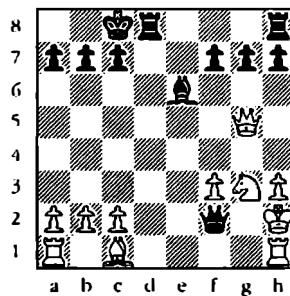
172. 1...Rh1+ 2.Kxh1 Qh3 mate.



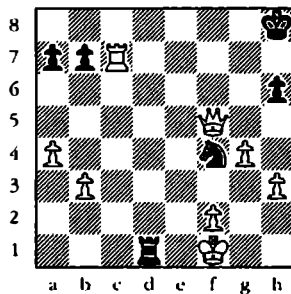
170. 1...Nf3+ 2.gxf3 (or 2.Kh1)
2...Qxh2 mate.



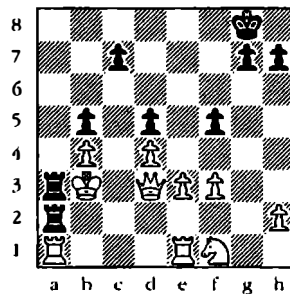
173. 1...Nf3+ 2.gxf3 Qxf2 mate.



171. 1...Qf1+ 2.Kxf1 (2.Kh2 Qg2 mate)
2...Rd1 mate.

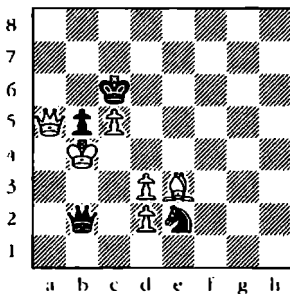


174. 1...Rga2 2.Ra1 (or any move)
2...R8a3 mate.

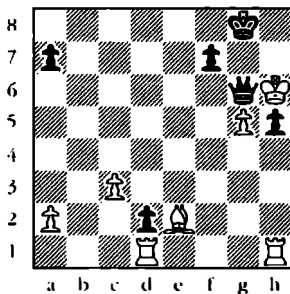


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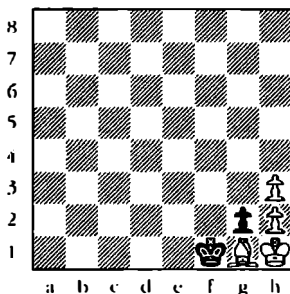
175. 1...a5+ 2.Qxa5 (2.Kxa5 Qxa3 mate) 2...Qb2 mate.



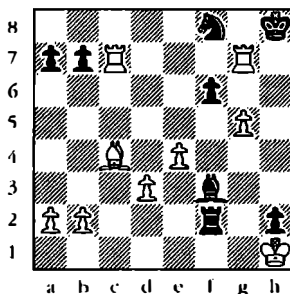
178. 1...Qd6 threat 2...Qf8 mate. If 2.Qxg6+ Qxg6 mate.



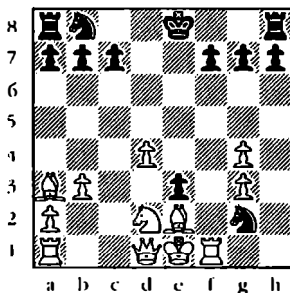
176. 1...Rh3 2.gxh3 (if 2.B-moves Rxh2 mate) 2...g2 mate.



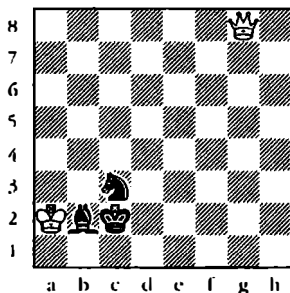
179. 1...Bh5 2.Rxg7 (or any move) 2...Bf3 mate.



177. 1...Qg3+ 2.hxg3 (if 2.Rf2 Qxf2 mate) 2...Ng2 mate.

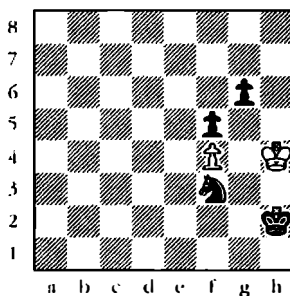


180. 1...Bb2 2.g8/Q Nc3 mate.

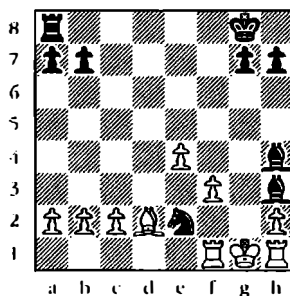


Answer Diagrams

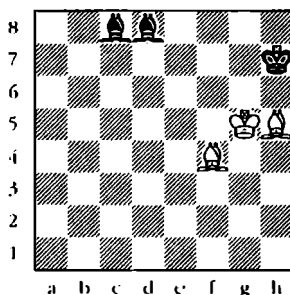
181. 1...g1/N 2.Nf3+ (or elsewhere)
2...Nxf3 mate.



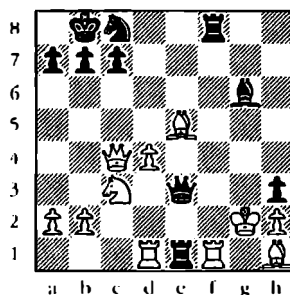
184. 1...Bh3 2.Rf1 (2.Re1 Nxf3 mate)
2...Ne2 mate.



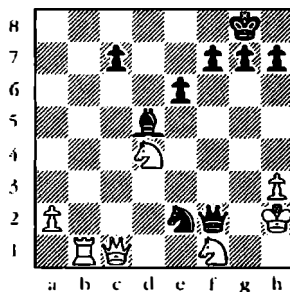
182. 1...Qxg5+ 2.Kxg5 (or 2. Bxg5
Be1#) 2...Bd8 mate.



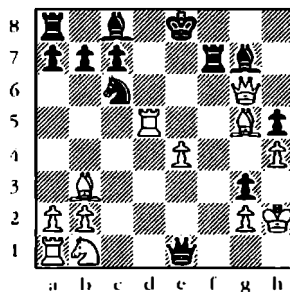
185. 1...Qe3+ 2.Kg2 (or 2.Rf2 Qxf2
mate) 2...h3 mate.



183. 1...Rxh3+ 2.gxh3 Qxf2 mate.

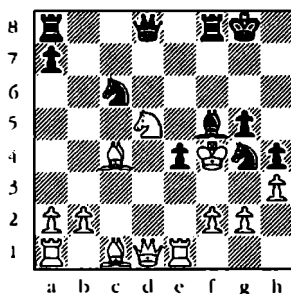


186. 1...Qe1+ 2.Kh2 g3 mate.

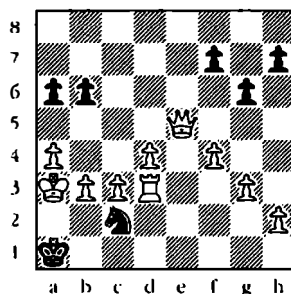


212 Surprising Checkmates

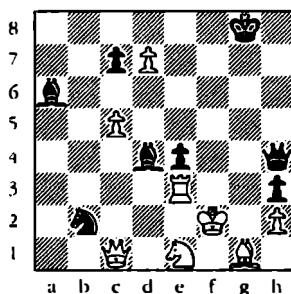
187. 1...h4+ 2.Kf4 g5 mate.



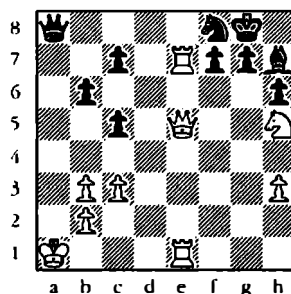
190. 1...Qa3+ 2.Kxa3 Nc2 mate.



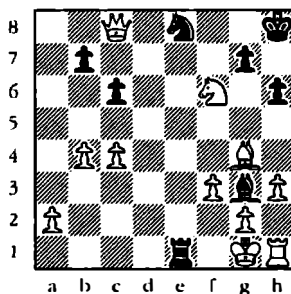
188. 1...Bd4+ 2.Re3 (or 2.Qe3 Nd1 mate) 2...Qh4 mate.



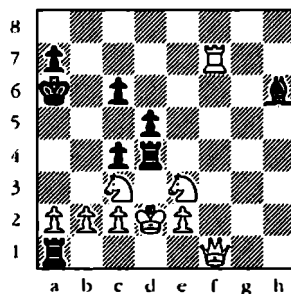
191. 1...Nb3+ 2.axb3 Qa8 mate.



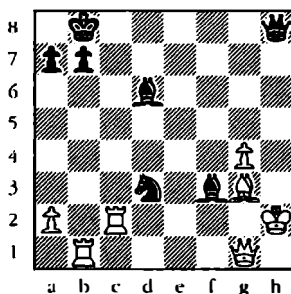
189. 1...Bg3 2.Qxc8 (or any move) 2...Re1 mate.



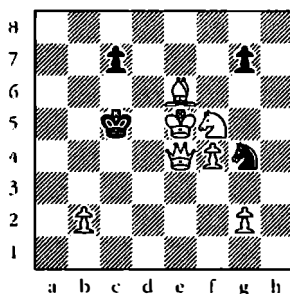
192. 1...Nf1+ 2.Qxf1 Rd4 mate.



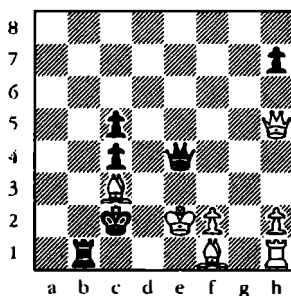
193. 1...Ng4+ 2.hxg4 Qh8 mate.



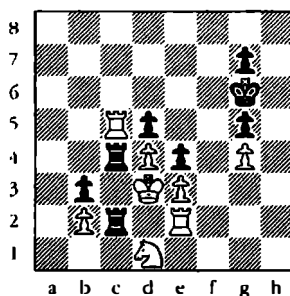
196. 1...Qe4+ 2.Qxe4 Ng4 mate.



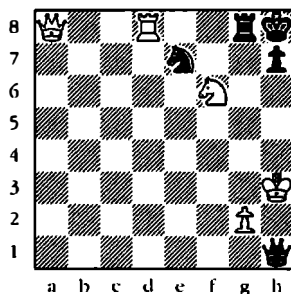
194. 1...Bh5 2.Qxh5 (or 2.Bg2 to stop 2...Qxf3 mate) 2...Qe4 mate.



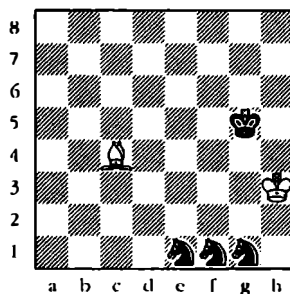
197. 1...Nc5+ 2.R[P]xc5 e4 mate.



195. 1...Rxh3+ 2.Kxh3 (or 2.gxh3 Qg1 mate) 2...Qh1 mate.

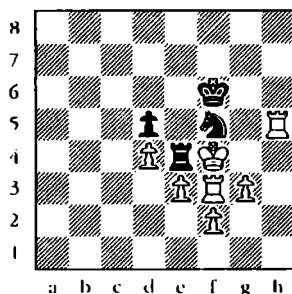


198. 1...g2 2.Bxc4 (or 2. Bxg2 Be6 mate) 2...g1/N mate.

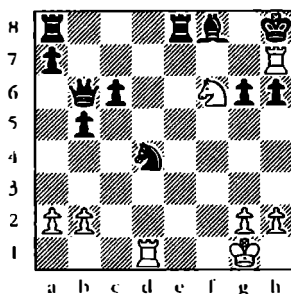


212 Surprising Checkmates

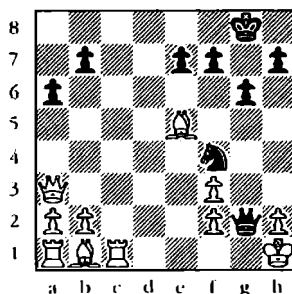
199. 1...d5 2.Rxh5 (or any move)
2...Re4 mate.



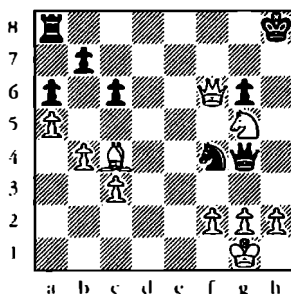
202. 1.Ng6+ hxg6 2.Qh6+ gxh6 3.Rh7
mate.



200. 1...Qg5 2.Rxc1 (or 2.Bxf4
Q[R]xg1#) 2...Qg2 mate.

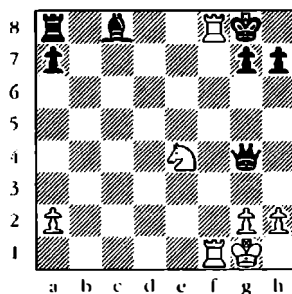


203. 1.Rxh7+ Nxh7 2.Qxe5+ Nf6
3.Qxf6 mate.

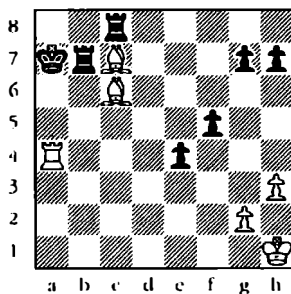


Answer Diagrams White Mates in Three Moves

201. 1.Qxf7+ Rxf7 (if 1...Kh8 2.Qxf8
mate) 2.Rd8+ Rf8 3.Rxf8 mate.

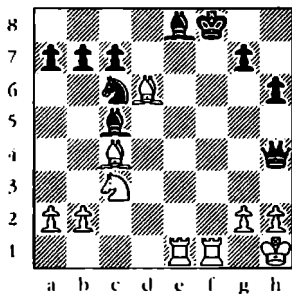


204. 1.Rxa7+ Kxa7 2.Ra1+ Na4
3.Rxa4 mate.

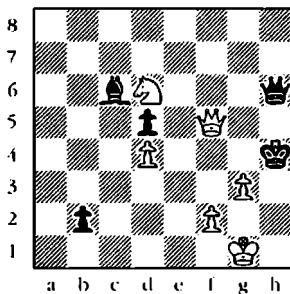


Answer Diagrams

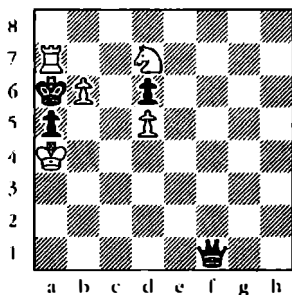
205. 1.Qe8+ Rxe8 2.fxe8/Q+ Bxe8
3.Bxd6 mate.



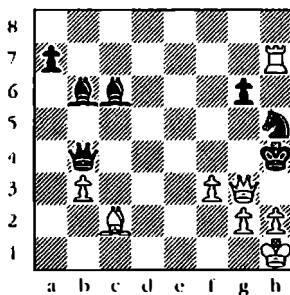
208. 1.Qf7+ Kg5 2.Qf5+ Kh4 3.g3
mate.



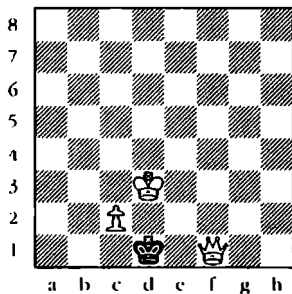
206. 1.Rc8+ Kb7 2.Rc7+ Ka6[a8]
3.Ra7 mate.



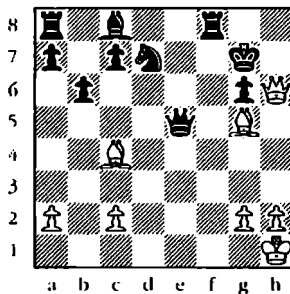
209. 1.Rxh7+ Kg5 2.Qe5+ Kh4 3.Qg3
mate. If 1...Kxh7 2.Qxg6+ Kh8 3.Qh7
mate.



207. 1.Qh4 Kd1 (1...Kf1 2.Qh1 mate.)
2.Qh1+ f1/Q+ 3.Qxf1 mate.

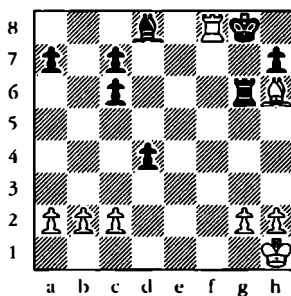


210. 1.Rxh7+ Kxh7 2.Bg5+ Kg7 3.Qh6
mate.

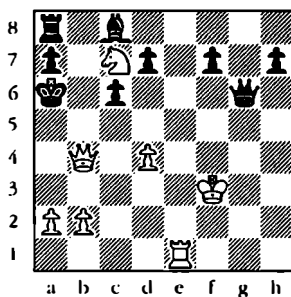


212 Surprising Checkmates

211. 1.Qb8+ Qd8 2.Qxd8+ Bxd8 3.Rf8
mate.



212. 1.Bxb5+ Kxb5 (1...Kb7 2.Qc7
mate, or 1...Ka5 2.Qb4 mate) 2.Qb4+
Ka6 3.Nc7 mate.



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